

Changeling: The Lost Preview, Part 4

Summer Blaze

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[FICTION]

It Happened to Me, Part VII

Katrina:

The sky cracked open, the surface of the water boiled, and the man with a leather jacket full of stars glitched up to the roof of the building. And for several long minutes, no one followed. He wiped the flesh from his wet, black hands and shook the blood from his bones and waited, impatiently, for the story to begin.

The red one will be first by a heartbeat, he thought, with her backwards palms and long, straight hair. She wants to be the one who stands between people like him and the fragile world. Then her co-conspirator, matched in form but not substance, who will struggle to put the wall of her body between her foolhardy sister and himself.

Is that thundering their feet on the stairs, or the borrowed blood in his ears?

The serpent would rather hide, and the hind can't tell which way to run. The prey's instinctive urge to flee after discovering their Huntsman softly breathing the same stale air. No reason he can't collect more than one bounty while waiting them out, though. The contract is flexible, and rewards initiative.

"You know it's just toying with us, right?" Adita said to Wendy's hastily assembled army. "They can't even really be killed this side of the Hedge. It's probably just waiting to catch as many of us at once as it can." She shivered. "A glut of souls to take back with it."

"We *live* here. It's not like we can just pull up a whole apartment building worth of changelings and their kids to go hide and wait for it to pick us off one by one," Preeti said. Once upon a time, she was the gentler twin. Sometime in their durance, the righteous anger got wrung right out of Adita and poured into her. "Even if it doesn't stay gone, it'll give us a chance to prepare a little for the next round."

"And as one of the kids who lives here, please. I can't remember much of anything before Wendy saved us, but I know this is my first real home. I want to stay. I want to help." Micheal and June seemed to be trying extra hard to look angelic and brave. They looked so young that it broke my heart.

"How do any of you even understand what it wants? It's just a mouthful of bees and static. I can feel it pressing in my ears and behind my eyes, but there aren't any *words*." Lucy was rallying faster than I thought she would. Grounding me and Aimee seemed to have done her some good, too.

"What is she still doing here? This has nothing to do with her." Silvia doesn't much socialize with the normals after those ghost kids of hers got harassed by some dude who thought he was hot shit for being able to see them in the first place. I think she still resents Wendy a little for getting to live here with all those swan babies.

"Well, it does a little bit. She's, um, married to my fetch. And she's basically defenseless. I can't just send her out into the night with him wandering around looking to spite us." Oh, Aimee.

"Doesn't even matter if we're the dream team, we're the ones Wendy got. So, what's the plan?" I try to stay out of team planning. I'm more of an underbrush girl.

"Well, I didn't know that you couldn't actually kill him, which complicates things."

"It's not that we can't kill it exactly. It's just that it wouldn't matter if we tried here." Adita twisted and untwisted her braid around her wrist. "They're only kind of real here. You need to find their hearts to actually stop them, buried somewhere in the woods around and between the Arcadian estates." She shrugged. "So there's barely any point. We tear it to pieces and it'll only come back knowing how many pieces we were able to shred it into."

"I dunno, I feel like tearing him to pieces would be pretty therapeutic, all things considered." Preeti said it, but there were more agreements than demurrals. Maybe we could at least scare him off for a while. Long enough to get this place hidden properly. With so many courts represented, surely someone could help us figure that out.

"I'm not the only one who's noticed that he's almost constantly discharging electricity, right?" Some hesitant nods, and some thoughtful ones. "Remember that chunk of the roof that's just been a giant metal plate for six months? Let's stick him there with his own current, and Preeti can tear him to pieces."

Wendy looked at the swan babies. "I know I can't keep you here. And I won't make you claim that you'd stay away from the fighting, when I know you want to be there. But think about your siblings. They need you, too."

An army can't be quiet, especially not when trudging up an access staircase, and filing out one at a time. But numbers are going to help us more than stealth. That kind of trick only works the once.

He felt them under his skin, even before the first strike caught him in place. Their infectious disloyalty seeping through his fingertips. The urge to run and find his heart. To go home. The hunter couldn't be distracted from his hunt. And yet somehow, the hunter was distracted. And in his moment of startlement, the red twins pulled him in twain.

Adita is crying, but Preeti is too pleased with herself to be much comfort. Too fragile to move into her life's future. Too ready to storm the Hedge gates and tear up any threat to motley or freehold she can imagine.

When did Wendy get so good at comforting people, at getting our attention, at treating our breaks and sprains and the thousand indignities that changeling flesh is heir to? I think she's a little wasted as a stay-at-home parent.

Lucy and Aimee are trying to work out custody of James's life. I don't think she quite believes that Aimee really doesn't want to steal back into her old life, evicting her "real" husband. Aimee just wants him to keep being good to their parents. No one knows how to tell him, or if they should. If they could live with the things they said to each other on the way to this moment. If either of them could forgive the other. The conversation skidded to a halt. So we sat in silence.

I don't know that any of it was really forgivable. I don't know how you would even ask. The weight of too many memories, and not enough time. The rain took the place of words. Wind slowing where we might have apologized, trees sighing where we might have forgiven.

[END FICTION]

Chapter Seven: Tales Around the Fire

"Everything that you wanted I have done. You cowered before me, I was frightening. I have reordered time. I have turned the world upside down, and I have done it all for you! I am exhausted from living up to your expectations of me. Isn't that generous?"

Terry Jones, *Labyrinth* (1986)

Changeling: The Lost, and by extension all roleplaying games, are descendants of the oral storytelling tradition. Some small differences make themselves immediately obvious — for example, instead of sitting around a literal fire, the Storyteller and players are sitting around a table, with character sheets, dice, and other accoutrements. The Storyteller provides the framework for the players to build on and explore. Playing **Changeling: The Lost** is a collaborative effort instead of a group of passive (if enthusiastic!) listeners hanging on the words of a single narrator who is making all of the decisions.

However, the themes are the same. The first fairy tales were warnings: Don't wear red near the ring of mushrooms, don't treat outsiders unkindly, don't step into the territory of things unknown without proper offerings, or the Fair Folk will take you away. Gentry have rules that mortals cannot comprehend, and fairy tales were an attempt to make sense of them.

Instead of merely lamenting these warnings, though, player characters are dealing with the results...and, even better, questioning the rules they supposedly “broke.” A chronicle is what happens after the fairy tale, the story that rips away the Perraultian “happily ever after” and exposes the seething, bloody heart underneath.

Building Your Chronicle

A chronicle is the tale told by the Storyteller and the players, spun out in threads of gossamer and tears. It's the story of the player characters, their triumphs and failures, their escape from the Fae and their attempts to start a new life in a world that no longer recognizes them. While the Storyteller controls the world around the characters, it is their story. Players need to have input into designing the plots and problems their characters face throughout the chronicle. If the players all built social butterflies and the Storyteller's chronicle is a combat-heavy slugfest, no one is going to have fun.

To build a chronicle, you first need to consider your props and themes. Once you're finished with this part, you can move onto the Hedge Paths.

Themes

Themes are the human dramas that make your chronicle compelling. The overarching themes of **Changeling: The Lost** are beauty/agonies, clarity/madness, and lost/found. In the tension between the opposites, one finds the game. Naturally, these aren't going to be the only things you'll explore — the Lost have to deal with very mundane issues in addition to being in the liminal space between humanity and Fae. Themes like “lost love,” “poverty,” and “hunger” could all work in a **Changeling** chronicle. Each might mean a very different thing to each character. “Loyalty,” for example, could mean protecting one's freehold, sheltering one's family even when they no longer claim them as kin, or hiding one's undying fealty to one's undying master in Arcadia.

Props

Props are the more fae parts of your chronicle, the magical weirdness that surrounds and permeates the lives of the Lost. Set pieces, scenes, and objects all fall under the heading of props. Anything from the Goblin Markets to a specific token to a blue rose that only grows in the wall of a specific frozen Arcadian garden can be a prop.

Props can also be more mundane objects that show up throughout the chronicle. A player might choose to have her Bright One character associated with torches, for example, so any scene that revolves around her includes candles or flashlights or other small sources of bright light. Grand Princess Caesura, a lady of the Gentry who appears as a feminine form made of the absence of matter, is associated with open doors and missing keys.

Props don't just have to be objects, either. Anything that will strongly influence the story can be a prop. A family curse, a bargain ill-made, a portal torn open, or a monarch corrupted by their own power can all be used as props. Really let your imagination run wild here — that's what **Changeling** is all about, after all.

Using Props and Themes

When brainstorming your props and themes, note each one on a sticky note or a notecard. By the time you're finished, you should have roughly one theme and one prop per player character. If there are more, that's fine, those can be set aside as part of the secondary themes and props for the chronicle.

Lay the themes in a row on a table, then lay the props in a column perpendicular to the themes. For the intersection of each theme and prop, the players should choose a character. Ideally, this is a player character — an Ogre Gristlegrinder bouncer at the intersection of “hunger” and “the goblin market,” for example, or the Bright One above at the intersection of “torches” and “descent.” As a storyteller, this lets you know what sort of character-specific experience your players are looking for.

Free spaces are reserved for Storyteller characters. The intersection of “hunger” and “torches” might be a Huntsman coming after the player characters. Players and the Storyteller should work together to create compelling Storyteller characters that can come into the characters' lives with some degree of commonality already established so that they better suit the overall aesthetic and feel of the chronicle.

Hedge Paths

A changeling doesn't come into being in a vacuum. She has family, friends, a life she was pulled from, and a life she's building. It's important that both the Storyteller and the players know what's going on with the troupe's characters before the chronicle begins — otherwise they're as lost as an escapee in the Hedge. Following the stages below will help you build well-rounded characters and connect them to the game.

The Life Before

All changelings were human before they were taken by their Keepers. Fae politics pale in comparison to the networks of family, friends, acquaintances, coworkers, petty rivalries, romances, and other connections mortal humans have on Earth. Rare is the Lost who was taken without any sort of link to other people — otherwise, why would the Fae need to make fetches?

Decide who the changeling was before they were spirited away by UFOs or invisible horses. Ideally, this should include their occupation, their home life, and any important people they may be in a relationship of any kind with. It can also include the age they were taken, any identifying marks (tattoos, moles, scars, etc.) and anything else especially relevant to their mortal life.

Example: Ben decides that his changeling character was an ESL teacher in her mortal life. He names her Jocelyn and gives her a husband but no children, a house that they rent together, a book club that meets on Sundays, and a best friend who recently moved two cities away. She has just graduated with her Master's degree and she is a friendly, if private, person. Ben decides to put Jocelyn's husband, David, at the intersection of a prop and a theme, "ancient books" and "unconditional love."

Sarah decides that her character was a college student by the name of Nate. He grew up in a loving, middle-class nuclear family that hunted and cooked together and encouraged his dreams pretty regularly. Nate does not have a significant other and does not particularly want one right now. He lives in the university dorms, has a close group of friends, and enjoys target shooting and knitting equally. Sarah writes down "favorite rifle" as a prop and "growing up too fast" as a theme. She places the Winter Monarch at the intersection of these elements.

Meg decides that her character, Holly Blue, was raised in a hippie commune out in the Pacific Northwest. Her upbringing very much followed the old adage "it takes a village to raise a child" and she remembers her childhood as a time of love and warmth. Holly Blue was homeschooled until she went to college. She took a year off after her junior year to try and find out what she really wanted out of life, and went on a road trip across the U.S. with some friends. Meg writes a prop, "the old car that should have stopped working" and decides to place Holly Blue's best friend, Nevaeh, at the intersection of that prop and the theme "unconditional love."

Emily's character is named Hel, and is the youngest member of a large family. She lived with her divorced mother and only really saw her father on holidays. Emotional honesty was not really prized in her household, so her upbringing was comfortable, if a bit chilly. Hel got her Master's in Computer Science and worked as a programmer at NASA. She had several partners, but was going through a divorce of her own due to finding the same coldness in her husband as she did in her mother.

Questions to Ask: What is your name? How old are you?

Did you grow up in a nuclear family? Are your parents still together? Divorced? Never married? Single-parent household?

Were you wealthy? Middle class? Poor?

What's your gender? Does it match your presentation? Are you okay with that? What's your sexual orientation? Who knows? Did you have a partner — or several?

Did you graduate university? Do you have more than one degree?

What was your occupation? Where were you living? Were you owning, renting, couch surfing, or squatting? Did you have a pet? More than one?

Did you have any identifying marks, like tattoos or scarification? What were your hobbies and pastimes? Who would notice if you were gone or acting strangely?

Promises: What was the biggest promise you made before you were taken?

A Note on Backstory

It is expected that the Storyteller will use her players' backstories to enrich the play experience. While they should feel free to do so, players should also communicate with the Storyteller on things they would like left untouched — and, by the same

token, things they would like messed with. Storyteller torture of characters via backstory should always be consensual. This is a game, after all.

The Capture

Something had to get that changeling into the Hedge into the first place. Something had to take her to Arcadia. Something had to lock her into shackles of bronze and roses, forcing her to do its bidding. Use this section to figure out how the changeling was stolen or seduced away. You may also use it to get a preliminary outline of her Keeper.

Example: Jocelyn is levelheaded and skeptical of offers that seem too good to be true (she might not have gotten through her Master's program otherwise), so Ben decides she didn't make a Faustian bargain. It's unlikely that she was seduced, so he decides that she was kidnapped and dragged through a mirror while in the bathroom at a Halloween party. He places her Keeper at the intersection of a prop and a theme, "unexpected portals" and "not who they seem."

Sarah decides that Nate was on a hunt with his family when he got separated in pursuit of a buck. At least, he thought it was a buck. He saw a flawless rack of horns flash through the dusk in the trees and followed it. The woods got thicker and gloomier, but that's ok, he's used to having to wait in thickets to get at his game. Nate lost sight of the buck and turned around to go home — only to find the buck and the buck's master waiting for him. Sarah decides to place the buck that lured him in at the intersection of the prop "the hunters hunted" and "not who they seem".

Meg likes the idea of Holly Blue being abducted on her road trip. As she and Nevaeh drive along I-80, they see an old woman at her fruit and honey store — really, little more than a shack. They decide to stop to purchase some food. Holly Blue strikes up a conversation with the proprietor, who offers to show her some of her fresher offerings. Holly Blue follows her around the back, only to find herself in the thorns. The woman is a privateer, and she's taking her newest acquisition to Grandmother, Grandmother (see p. XX) to adopt.

Emily comes into the chronicle a bit later than everyone else, and so her character's abduction has to be a little different than everyone else's. She decides that, befitting a programmer at NASA, Hel is abducted by the Three Androgynes (see pg. XX). It's somewhat unceremonious — one moment she's walking home from work, and the next, she's suspended in midair in a sterile room, her limbs and mouth bound by thorns.

Questions to Ask: Were you physically dragged off? Were you deceived?

Did you offend a True Fae somehow?

Were you taken by the Hunt? A Huntsman? The True Fae themselves? A loyalist or privateer?

Did you misstep into the Hedge?

Where were you when you were taken? What do you remember of the journey?

Promises: What promise was made to you while you were en route?

In Durance Vile

The durance is the period of a changeling's life that shapes their biggest challenges. In a twist of cruel irony, some changelings barely remember it except in nightmares, while others are always on the verge of a flashback or panic attack, seeing their Keeper and her knives around every

corner. Most are somewhere in between. Trauma is a funny thing, and for many Lost, it remains safely locked in the back of their minds, slipping out at moments of tension or vulnerability. The duration determines the kith and seeming of the changeling, and may affect what court they choose to join later.

Don't hold back in this section (at least within limits set by the group, see "Safe Hearth, Safe Table" on p. XX). True Fae are not known for mercy or obeying the laws of physics. How might a True Fae have caused you to turn into a Mirrorskin or a Helldiver? What fell pacts were made with the realm you were imprisoned in that you could survive it? Were you the only one in your motley there?

Storytellers should feel free to do some light narration of this section before game, if their players are so inclined. See the sidebar "Narrating a Duration" for some guidelines on how to do so effectively.

Example: Jocelyn is taken to a realm of mind-numbing bureaucracy and byzantine laws. She is held in a small cell, a room that looks like an unfurnished apartment with the drywall torn out and the wires exposed, until her Keeper sends someone for her. She is taken before the True Fae, a being made entirely of paperwork and red tape. Its face is a white porcelain mask made to look like a baby's head. Ben has already decided that Jocelyn will be a Fairest Notary, so he states that after being forced to swear fealty (in triplicate!), she is taken downstairs and has the pledge tattooed on her back by another changeling. Her Keeper, the Munificent Bureaucrat, and another True Fae watch. She is leashed and kept at her Keeper's side to reference at will.

Sarah decides that her Ogre Artist character, Nate, was the one to tattoo Jocelyn's back at their Keeper's behest. Nate was taken a year before Jocelyn, and has been forced into his role as artisan of all trades. Not an artist before his duration, Nate was quick to pick up skills in order to avoid harsh punishments with chisels and pigment. He has been forced to reshape other changelings into different forms and configurations, and already he's growing slowly deaf to their cries, for his own sanity.

Holly Blue, meanwhile, is chosen as Grandmother, Grandmother's hardworking middle child who doesn't get enough attention. This is not her normal state of being. She is used to love and affection from all of those around her, and is now constantly ignored and occasionally violently punished for the mischief of other changelings. She finds herself occasionally changing her voice or facial expression and sometimes outright lying to avoid Grandmother, Grandmother's teeth and claws. Soon, she's doing it all the time. She uses the voice and face that will keep her most safe, and in this way, Holly Blue becomes a Fairest Mirrorskin.

Hel doesn't get much of a choice in her duration. She is kept in a zoo of changelings, occasionally taken out and vivisected and put back together again. Sometimes, she's shown off, paraded in front of the Three Androgynes' guests like a prized pet. She is not, however, petted and coddled like some of the others, and is subjected to an increasing parade of indignities. Her cell is immersed in the light of strange stars, and in her anger and humiliation, she begins to absorb the light as a source of comfort, becoming an Elemental Bright One.

Questions to Ask: Who is your Keeper? What is their title, or titles? How did they treat you?

What was the lightest part of your duration? The worst? The very worst? Were other members of your motley there, or was it just you?

What was the environment like? Were you mostly inside or outside? Was it hot, cold, or temperate?

What was the last straw?

Promises: What did you have to promise your Keeper to avoid punishment?

Narrating a Durance

If the players choose to play out their durance instead of merely having it as part of their backstory, the Storyteller should carefully consider how to carry it out. The durance is characterized by loss of autonomy, both bodily and spiritual. While the character loses their autonomy, the player should never lose hers. A durance is not an excuse for a Storyteller to torture her players outside of the boundaries of the game in the name of story. The player must always have a say in what happens in her durance. If possible, durances should be narrated in private (this can be done in text form, if that's easier). Nothing makes a player feel more vulnerable and disrespected than playing out an intense scene, only for another player to interrupt with a joke or an off-color comment about what's going on.

Decide between the Storyteller and the player what the character's durance should focus on. A Bright One's durance is probably not going to involve toiling in the mines, but she might light the way for Helldivers and Gristlegrinders instead. An Ogre will likely not be the lover to the Princess of the Red Crowns, but he might hold her lovers still while she whispers to them and lines up the hats to nail onto their heads. The Storyteller should take careful note of what the player wants. The durance can be extremely disturbing and upsetting, and it's important that the player is only disturbed or upset in the ways she wants to be. At any point, the Storyteller or player should be allowed to tap out or fade to black if the scene become too much for them. There's no rush to tell the story of the durance. Suffering has no deadline.

The Escape

Some part of the enslaved changeling felt the call back to Earth. Perhaps it was the memory of their spouse's laughter or the warmth in their chest when they held their child for the first time. It might even be a petty vendetta against a coworker left unsettled. Not all human memories are noble or loving, and that's not the point. Memories of the mortal world are the changeling's key out of Faerie, so if they have no memories of the world as it is now, they may not be able to make it back.

What was strong enough to bring the character back? This is the paramount question for this section. Even if none of the other questions are answered, the player should know the answer to this one. It's a good indication of the changeling's priorities later in the chronicle.

Example: Jocelyn's memories of her husband and her studies see her through her durance. While reading some of the Munificent Bureaucrat's paperwork, she finds a loophole inside of a subclause that would allow her to escape. Armed with this knowledge, she unlocks the collar around her neck and sets herself free.

Meanwhile, Nate the Artist is drawn back by thoughts of his friends and his hunts with his family. He creates a perfect likeness of himself, a statue that smiles, and flees. Nate and Jocelyn meet up

in the massive air ducts of the domain, quite by accident, and agree to leave together. They both tear through the thorns of the Hedge, seeking a door to lead them home.

Holly Blue has been forced to sacrifice her emotional honesty and her happiness to survive. She is whatever Grandmother, Grandmother wants her to be, and she has not been cut in months. However, she has not forgotten Nevaeh, her best friend and latent crush. When her Keeper leaves to seal a pledge with another Kindly One, she flees through the forest she was told never to enter. The thorns open for her, and she finds herself back in the Hedge, seeking a way back to the fruit stand where she lost herself.

Finally, Hel has been subjected to one indignity too many. As the Three Androgynes bring her back to the operating theater for another procedure, she breaks free, blinding all three of them with the light of her rage. She flees down the infinite halls of their ship, and finds an escape shuttle docked in one of the many cargo bays. Her programming skills are barely a match for the byzantine controls of the shuttle, but she manages to hotwire it and flies out of the Androgynes' massive ship. Just as she begins to despair of finding her way back to Earth, she crash-lands in the thorns, the nose of the shuttle poking out into the Aerospace Museum in D.C.

Questions to Ask: What was strong enough to bring you back?

Did you sneak out? Fight your way out? Make a bet with your Keeper? Did you not want to leave? Were you thrown out instead?

Did anyone else come with you? Did you have to leave anyone else behind?

What do you remember of your journey back? What were you searching for on your way through the thorns?

Promises: Who knew you got out? Who came with you, and who stayed behind and promised to cover your escape?

Home, But Briefly

The great tragedy of a changeling's life is that she is forever displaced from what it used to be. Fetches take their place and families move on. Any encounter with former friends and loved ones will result in confusion — and that's just the best-case scenario. Lost may show up thousands of miles away from their home, drawn by a memory of a favorite vacation or a proposal on a beach, or they may emerge gasping from the thorns 20 years after they were abducted — though only an hour passed in Faerie. For a newly freed slave of the Fae, this is a punch in the gut. Where will they belong? Will they ever belong?

Example: Jocelyn and Nate arrive on Earth, pulled by their shared memories of the university they attended. Jocelyn has been in Faerie for what seems like a decade — but only a week has passed on Earth. Nate has been in the clutches of the Munificent Bureaucrat for much longer, and doesn't recognize the new buildings on campus.

They go to find Jocelyn's husband, only to find out that he has never missed her — she's taking a shower right now. Jocelyn desperately tries to appeal to her husband, who threatens to call the police. Nate's family found him dead, accidentally shot by another hunter's bullet. They've already mourned and buried him, and when he shows up, they accuse him of being an imposter and making fun of them. Neither family will take them in. Defeated, Jocelyn and Nate retreat to a nearby diner to grieve and figure out what's next.

Holly Blue arrives on Earth, only to find that her friend left the stall and its nighttime in the dead of winter. Using the skills she's learned in Faerie, she steals the visage of the privateer who stole her away, and with it, her car and wallet. Meg decides to put the privateer under "the old car that should have stopped working" and "this is mine now." Holly Blue decides to drive out east, in the direction her friend went, hoping to discover a police report about her disappearance. However, she soon discovers that Nevaeh is not only back home, she is dating a creature with Holly Blue's face, who had the courage to say to Nevaeh what Holly Blue herself did not. They're getting handfasted this spring. Holly Blue finds herself alone in a university town out east, sobbing alone at a computer in a public library, unsure of what to do next.

Hel attempts to get back into the NASA headquarters at Two Independence Square, but she's already working there. Or at least, someone wearing her face has just been fired from her job there. Hel's clearance is deactivated and she finds herself stranded. Her partners all believe she's gotten back with her husband and refuse to accept this new impostor, doing everything from slamming the door in her face to threatening restraining orders. She buys the ticket for the first bus she sees, determined not to panic.

Questions to Ask: Who do you seek first?

Are they still alive? Do they remember you?

Where is your fetch? How are they betraying you when you first encounter them?

How has your fetch lived your life in your absence? Do they know you're there?

Promises: What promise did your fetch break to someone you love?

Freeholds and Courts

Unless the game starts with the capture and durance of the player characters, much of any given **Changeling: The Lost** chronicle will take place in and around the local freehold or freeholds. If any of the props and themes from earlier have gone unused, use them here. The courts of the local freehold are a key part of the story, and need to be fleshed out. The easiest way to do this is to set up the four Seasonal Courts, but see later in this chapter for guidance on building your own.

Unless a player character is beginning the game at the head of a court, creating the four seasonal kings, queens, or monarchs is a good first step. It's easy enough to put an Ogre Bright One in charge of Summer, and definitely a good choice. However, what would it mean for a small, vulpine Darkling Hunterheart or a Wizenad Artist to hold the same position? The monarchs say a lot about the local courts — and, by extension, the tone and symbolism of the chronicle itself. A Spring Court led by a Fairest Playmate is going to have a very different outlook and aesthetic than another freehold with an Elemental Snowskin Spring King.

Once the Monarchs are decided, the players can pick which courts they might have reasonably been convinced to join.

Example: Ben and Sarah decide to divide the courts between them. Ben takes Winter and Summer, and Sarah takes Autumn and Spring.

Ben decides that the Monarch of Winter is a gender-neutral Darkling Artist who goes by Mens Machinae and makes robots and animatronics — and clever constructs to fool the Fae. The Queen of Summer is a Wizenad Chatelaine named Small Queen Jane. He decides that she got her

position for her ability to command groups and plan tactical engagements, and not necessarily for her own personal puissance.

Sarah, meanwhile, decides that the head of Spring is an Ogre Helldiver who goes by ghost (the G is never capitalized). ghost prefers no titles or accolades; they merely serve and stay silent until needed. The King of Autumn is a jovial Elemental Hunterheart who has an extremely even temper until his people are threatened — and then he turns into a terrifying force of nature, using illusions and threats and dreams to keep the freehold safe.

After looking at their monarchs, Ben decides that Jocelyn became a member of the Winter Court. Sarah instead decides that Nate is courtless, but sympathizes with Autumn.

Meg joined the chronicle a little later, so she doesn't assist in creating the courts. However, she decides that Holly Blue has joined the Spring Court, in search of a balm for her broken heart. She was personally recruited by ghost after they found her sleeping in a tent at a local cemetery. That's where she meets Jocelyn and Nate.

Emily also joined the chronicle late, so she has no hand in creating the courts. Hel decides to join the Summer Court after they put her in protective custody for blinding a local bartender after he hit on her. The Season of Wrath best suits her slow-burning anger after being constantly disregarded, humiliated, and torn apart at other's whims.

Questions to Ask: Who is the head of your Spring/Summer/Autumn/Winter Court? Why do they have that position?

Are there any other prominent figures in that court?

Why did you choose to join that court?

Where is the freehold located? What is it called?

Promises: What oath of fealty did you swear to your court, and how is it similar to the one you were forced to swear to your Keeper?

A Motley Crew

The motley is the core unit of changeling society, a chosen family that reaches beyond boundaries of seeming, kith, and court. Player characters are usually in a motley together and their connection should be one of the major focuses of the chronicle. Ideally, members of a motley are willing to face death for each other — but it could just as easily be a group of drinking buddies who fear being alone.

Example: Jocelyn and Nate have been through a lot together. From killing Jocelyn's fetch with a car to showcasing Nate's latest project at a meeting of two freeholds, they've supported each other through thick and thin. After they picked up Holly Blue and Hel, who are more recent escapees from the same realm, they form a motley of four. The freehold calls on them when they need delicate legal matters handled, or an important guest impressed. Unsaid, but also just as true: They are the first line of defense when they True Fae come a-knocking.

Questions to Ask: What drew you to each other?

Who is the leader, if anyone? Are any of you likely to betray the others?

Does your motley have a name? What is your common goal?

How do others in the freehold view your group? How do you view your group?

Promises: What pledge did you all make each other? How was it different from the one you were forced to swear to your Keeper? What was the pledge sworn on?

Sample Chronicle: The Blue Hen Motley

Jocelyn, Nate, Holly Blue, and Hel are all from very different backgrounds, but they all wound up in the same place. They decide to retrace Holly Blue's road trip back to the Pacific Northwest in order to stop her fetch's wedding to her unrequited love, Nevaeh. Along the way, they decide to stop to take out Hel's fetch — except Hel decides to make a pledge with her fetch to not interfere in each other's lives. Jocelyn oversees the pledge. This frees up Hel to continue on the journey. Nate and Jocelyn take out the privateer on I-80 while Holly Blue watches and smiles her inscrutable smile. Hel's pledge gives the motley enough points of Glamour to speed up the trip, but their Keepers are all looking for their escaped slaves. The Blue Hen Motley now has to deal with Huntsmen while trying to make it in time for Holly Blue to confess her love...

Other Bonds

Many promises and connections could fit into any of the stages listed above, but aren't tied to a specific one. Since they're useful for fleshing out a player character, some examples of other, more general ties are listed below.

- What is your single biggest regret?
- When did you find true love and why was the form it took unexpected?
- Who did you leave behind?
- Who do you hate even more than your Keeper?
- Why does one person in particular fascinate you?
- Who do you dream about, then wake up shaking and sweating?

Safe Hearth, Safe Table

While it's fun to play make believe with friends, **Changeling: The Lost** is, at its heart, a horror game. True, it is also funny and beautiful and wondrous — but all of that wonder comes at the cost of being enslaved and tormented in a nightmare realm for months, years, or decades. Changelings may have their bodies broken and their minds played with. Personal autonomy is repeatedly violated by godlike entities to whom one cannot simply say “no.” The only way to make it stop is to escape and even then, that's not a guarantee. The Gentry might find you eventually, or they might send someone to do it for them.

This can be extremely unsettling for players. While consensual fear is part of the game, the goal is not to traumatize the players outside of the play space. Rather, everyone should strive for a game that provides an engaging, terrifying, and beautiful story that gives everyone involved the sort of pleasant chills a really good horror movie leaves the audience with after the credits roll. Even if a character feels trapped and hopeless, the player should never feel the same way at the table. This is a game, after all.

What follows are some safety techniques to help both Storytellers and players maximize enjoyment without taking away any of the horror at the heart of **Changeling: The Lost**. Feel free to use none, some, or all of them.

Lines and Veils

A venerable old safety technique, Lines and Veils allows players to pick and choose what they want to address in the chronicle. Before game, the Storyteller should prepare two sheets of paper. Label one “Lines” and the other “Veils.” Lines are things that will absolutely not be touched on in the chronicle, not even mentioned in passing. Veils are things that can happen, but will not be played out, and instead addressed with a “fade to black.” The Storyteller asks players what they'd like added to the lists, and notes that the lists can be edited at any time. Veils can be moved to Lines, Lines can be moved to Veils, new Veils or Lines can be added, or Veils or Lines can be taken away (with the consensus of the other players). Veils and Lines cannot be used to cut out antagonists (i.e. “I don't want the True Fae to be a part of this chronicle at all, not even mentioned in passing”) but can be used to restrict antagonists' actions that might be uncomfortable for some players (i.e. “I do not want the True Fae in this chronicle to use sexual violence”).

Common Lines: Sexual violence, explicit depiction of torture, force feeding, starvation, mutilation, racial slurs, gender-specific slurs, spiders, trypophobia-inducing imagery, needles, bestiality, explicit depiction of bodily functions

Common Veils: Explicit depiction of consensual sexual activity, torture, emotional abuse, physical abuse, body horror, human experimentation, dream or nightmare sequences, childhood memories, prophetic visions

Fade to Black

In a movie, when the hero is just about to get into bed with her love interest or be “forcibly interrogated,” sometimes the camera cuts away right before the action — occasionally with a moan or a scream included as appropriate. This technique is called “fade to black,” and can be used in your chronicle as appropriate. If you don't want to narrate every caress of a love scene or the weirdness of a changeling's personal nightmare or the agony of Faerie torments, simply fade to black and focus on another scene. A player can also request a fade to black if they are uncomfortable with what is happening at the table.

The Stoplight System

This is a relatively recent technique and was pioneered by the group Games to Gather. The Storyteller lays out three different colored circles on the table: red, yellow, and green. Each color indicates a response to different levels of intensity. Green means “yes, I am okay with and encourage the scene getting more intense.” Yellow means “the scene is fine at the intensity level it is now, and I would like it to stay here if possible.” Red means “the scene is too intense for me in a bad way and I need it to decrease or I need to tap out.” Players can tap the colored circles as appropriate to indicate to the Storyteller what they want or need at that moment.

The Storyteller can also use the stoplight system to ask the players if they'd like intensity increased or decreased as necessary without breaking the narrative flow. To do so, the Storyteller can repeatedly tap a color — green for “more intense,” yellow for “keep it here,” and red for “do

you need me to stop?” The players can then touch a color in response. Players can also respond by saying the color in question out loud.

The X Card

An up-and-coming technique, especially in storytelling-game circles, the X card was designed by John Stavropolous. The X card is fairly self-explanatory. A card or sheet of paper with an “X” drawn on it is placed in the middle of the table. At any point, a player or the Storyteller may touch the X card to call a halt to any action currently making them uncomfortable in a bad way. If they would like to explain themselves, they may, but it is absolutely not necessary and the Storyteller should continue play once everyone is settled back in.

Emotional Bleed

Many of the safety techniques talk about something being too uncomfortable or too intense “in a bad way.” This is for clarity of communication. Some players like being made uncomfortable or put into extremely emotionally intense situations. Such players may play horror games to cry or feel trapped as a sort of catharsis, a way to experience traumatic emotions in a low-consequence environment.

This is called emotional bleed, or just bleed for short. When a character experiences emotions the player is experiencing, that's called bleed-in. Contrastingly, when a player experiences the emotions her character is feeling, that's called bleed-out. Bleed itself is not bad, but it can sometimes be unpleasant for a player who wasn't expecting it or didn't want it. If a player is getting unreasonably frustrated or upset at a challenging circumstance, this could be a sign of bleed. Stop play and give everyone a breather before continuing if bleed begins to cause problems at your table. Bleed can absolutely enhance the play experience and add another dimension of emotional resonance, but only if everyone is on board. Check ins, occasional snack breaks, and use of the safety techniques in this chapter are extremely helpful if the table is experiencing high amounts of bleed.

The Door Is Always Open

This is another technique that needs very little explanation. If a player needs to stop play for any reason, they are free to do so after giving the Storyteller a heads up. The chapter (game session) is then on pause until that player either returns or leaves the premises. Storytellers should use this technique either in conjunction with other techniques, or during sessions where players may have to leave abruptly for personal reasons.

Debriefing

Debriefing is a post-game safety technique, and can be used along with any and all of the suggestions above. After the chapter is finished, the Storyteller asks the players to put away their character sheets and take some deep breaths. Soft music or snacks can also be used to assist in debriefing. Slipping into character is easy — slipping out can be a little less so. Debriefing is all about bringing the players back to the real world, back through the thorny maze of the chronicle they created with the Storyteller.

Use this time to talk about the game in a context other than first person. Players tend to refer to their characters as “I.” The Storyteller should encourage them to use the character's names instead, and use first person only for things that they felt as players, *not* as characters. What did

they think was the highlight of this session? What was their favorite interaction they had with another player's character? An NPC? Is there anything the players think the Storyteller could be doing better? Are the safety techniques and chronicle-building techniques working out for everyone at the table? Should anything be changed to make the game more fun and engaging for everyone involved? These are all questions that can be asked during debriefing, though they're not necessary. If there are other, more important topics that need to be covered, feel free to use debriefing time to cover those as well.

Debriefing does not need to last for a set amount of time. However, after a particularly intense session, it's probably a good idea to have a longer debriefing period than normal. Changelings are forever changed by their experience with the True Fae. The players should not incur the same amount of trauma just from sitting at a gaming table. Tabletop gaming is a low-consequence environment to explore many different emotions and coping strategies in new and strange environments. To keep this space low consequence, it's important to make sure that all players (including the Storyteller) are emotionally supported and cared for after particularly upsetting or bleed-heavy chapters.

Customizing your Chronicle

Arcadia is a place of roiling creation, ever-changing on the tide of mortal dreams and Fae whims. A single sentence, put gingerly to paper, raises mountains that grow upside down to burrow into the darkest recesses of the fae realm. The Lost are the heirs and navigators of this sea of change, constantly evolving to suit their own interests — put 13 Lost in a room, and no two are alike. This section presents rules to make new kiths, Mantles, and Goblin Contracts to add to a chronicle and make it uniquely yours.

Kiths

Every changeling is sculpted to her Keeper's whim: Her form literally exists because her Keeper needed it. While this form adheres to six broad strokes represented by Seeming, it specializes in myriad kiths. Drawing inspiration from books, songs, or movies, Storytellers and players alike can craft their own kiths.

Purpose

What does the kith *do*; what niche does she fill? This should be narrow: A Beast is an animal to her core, but a Hunterheart exhibits only those animal traits that make her a better hunter.

At this point, select a primary category for the new kith. A kith can encompass a little of each, but selecting a primary now helps with selecting a Skill benefit later.

- Physical: The changeling was tasked to singlehandedly carve a castle from a mountain, hunt down the Everheart Stag, or kill the child prophesied to bring low her Keeper.
- Social: The changeling was chosen to thaw her Keeper's frozen heart, infiltrate the court of the Goblin King, or write a single poem capturing all that is Arcadia.
- Mental: The changeling was used as living lore repository, to design a puzzle her Keeper couldn't solve, or finally glean the strategy that wins the war against the Midnight King.

Benefits

Every curse has its blessing, and every impossible task its way out. Each kith carries two unique benefits that allow it to fulfill its purpose. This is more than just expertise born from practice, it's Arcadia recognizing and empowering the changeling's soul.

- **Skill:** Every kith has one Skill that needs only three successes, rather than five, to achieve an exceptional success. The Storyteller can set limits to this Skill based on its usefulness in her chronicle. A bonus on Craft might not be as valuable as one on Brawl: Building equipment is often done when the character has time to spend and can compensate for setbacks, but gaining the edge in combat means the difference between life and death. A Craft blessing, then, could be as wide as “any Craft specialty,” whereas Brawl would warrant “engaging in single combat to defend her friends” as its limit.
- **Trickery:** Each kith harnesses a unique power in the pursuit of its task. Using this power requires conscious effort, represented by spending one Glamour point and making an Attribute + Skill roll: A Wind Wing can fly after spending a Glamour and rolling Stamina + Athletics. Exceptions to this exist, when the kith's power enhances other Lost rather than the character herself — the Notary's Abatement requires neither Glamour nor roll — but this should be rare, as most characters are focused on carrying their own story.
- **Try to match Attributes and Skill on any power rolls:** Physical + Physical, Social + Social, Mental + Mental. These combinations let a character play to her strengths. If you deviate from this formula, make sure the combination isn't too wacky (“Dexterity + Occult to dodge magical attacks!”) and *really* makes the most sense.

Availability

How many of these specialized Lost reside in the domain; what makes sense, given the nearby Hedge and Keepers? If a player wrote (or even requested) the kith, the Storyteller should confer with her, too — after all, it was her idea and she might have a vision for it.

- **Prolific:** Any character in the chronicle can adopt this kith. It might even be the most prevalent in the region. The Hedge in Helsinki leads to the realm of the Snow Queen, and the city's courts are near overrun with Snowskins.
- **Unique Specimen:** Maybe a player wrote the kith, and he's attached to its representation. Or the Storyteller is running a campaign where each kith is only present once. Whitechapel, London, holds only *one* Leechfinger, Clever Jack, who stalks all others like him to suck secrets and marrow from their bones.
- **A Handful:** Most chronicles sit somewhere in between, neither encouraging nor discouraging players from selecting a certain kith. Paris' Court of Love sees more Playmates and Bright Ones, but has positions for Gristlegrinders or Hunterhearts when social niceties fail.

Origins

A changeling's essence needs to be twisted onto a razor's edge before it can fit in the singular role of a kith. The Lost didn't pursue this role for just a day, she gave it *everything* she had — and Arcadia gave her a kith in return.

- **Keeper's Pet:** The changeling's Keeper deliberately molded her. He needed someone to gather up the knowledge falling from his head, until words poured from her ears and mouth and she could no longer remember her own name, but she knew the names of all 70 Sisters.

- Changeling's Will: The changeling pushed and contorted herself, adopting her new role as a way to survive. Her Keeper promised freedom if she presented him with an unsolvable mystery, so she traveled Arcadia for seven years, drinking up secrets and riddles until her existence was a contradiction *he* couldn't comprehend.
- Arcadia's Gift: Nothing in Arcadia happens with a purpose, but everything happens for a reason. Sent on a quest to slay the Everheart, the changeling's soul intertwined with the stag's and as she stood over his dying corpse, weeping at the success of her task, she took his essence as her own. Now she is a Wildheart, running proud and free.

Court and Mantles

The Seasonal Courts hold great power, ruling huge swaths of North America and Europe. The world holds a plethora of other courts though, living alongside or replacing the Seasonal Courts.

Setting the Stage

The Lost desperately try to stay one step ahead of the Huntsmen, and they recognize strength lies in numbers. The courts have a rivalry between them and, if push comes to shove, may decide it's enough to outrun the other prey rather than the hunter. As general rule though, the courts recognize that the rising tide lifts all ships and work together.

- Opposites Attract: Dusk and Dawn, or Yin and Yang: two halves of the same circle. Smaller Lost communities, especially, might have room for only two courts. Such dual coexistence creates dichotomy, but also greater dependence on each other.
- Themed Courts: Four Seasons, Five Elements, or any number of mythical beasts: many smaller pieces creating one whole together. These courts are aspects of the same theme, creating rivalries and alliances that make for a complex political landscape.

Coping

The Changeling escaped his Keeper. Now he needs to deal with the trauma, remain free, *and* find a way to reclaim his identity. He looks for others like them, and those of a similar mind band together in courts. In a way, the courts are organized coping mechanisms. The Seasonal Courts cope by dealing with emotions: Spring represents the desire to be free, while Summer expresses wrath towards the Fae (or themselves for being taken), Autumn embodies the fear of being taken again, and Winter holds sorrow for everything lost both in this world and Arcadia. When designing a court, consider how it copes with changelings' trauma, and how this outlook affects its relationships with mortals and other Lost.

The Bargain

Every court bargains: with other courts, the denizens in the Hedge, and even the True Fae. Some courts make even greater Bargains with a single patron, an entity or concept that empowers — and is empowered by — the court's coping strategies. As long as the court keeps its end of this deal, its patron promises safety against the fae. Sometimes it actively protects changelings in the domain. Other times, the patron forces the Gentry into a pattern of behavior that lets the Lost predict their moves, thus giving the changelings an edge.

This Bargain dilutes into rituals as time passes — the Summer Court's Great Hunt is an exercise intended to train warriors to be relentless and fearless should the Gentry attack. The Time Keepers in Prague feed Disquiet, fueled by the city's Promethean, to the great Astronomical

Clock: a seemingly harmless Bargain, until one stops to consider what the clock's owner does with all that Disquiet-turned-Glamour.

What Bargain did *this* court strike, and is it just? Do all changelings in the domain know of the true Bargain, or do their rulers keep any horrific details to themselves?

Rulership and Exile

The Seasonal Courts adhere to a (mostly) peaceful transition of power as the seasons pass. The Courts of Dusk and Dawn change power twice daily, at midnight and noon. The Beast Courts, on the other hand, battle for it: The most powerful court takes the throne until one of the other courts finally defeats them again.

Beyond the matter of how the courts divide power between them lies the issue of what each court does when it's in power, and what it does when it's not. The Seasonal Courts wait, more or less patiently, and scheme so their return to power will be more glorious than any other season. The Beast Courts actively work against each other, believing the constant conflict makes them stronger for when the Huntsman arrives.

Mantle

Mantle represents a changeling adopting a court's outlook and expressions. This sympathy doesn't just enhance the Lost's Court Contracts, but also offers benefits of its own. Scaled on a dot rating from one to five, Mantle grants a specific action a changeling can perform to regain a point of Glamour, and other mechanical benefits for each dot that help encourage and reinforce the court's themes. Also, decide what kinds of fantastical effects a Mantle has on a changeling's fae mien; these should be specific enough to recognizably belong to the court in question, but broad enough that different members can express the court's Mantle through their miens in different ways.

The below list is a guideline, rather than a hard rule. Some courts focus more, or less, on certain kinds of benefits, depending on their unique missions and philosophies.

- - •• The first and second dots usually offer bonus dice on specific kinds of rolls equal to the character's Mantle rating. These are small effects — the changeling still uses her own skill, but is better at utilizing it.

- - •••• The third and fourth dots could grant similar bonus dice to a slightly broader kind of roll: rerolls on a specific kind of non-combat roll, regaining a Willpower point under a specific circumstance, temporary dots of other Merits for a Willpower cost, and other comparable benefits. The changeling is still using her own traits, but her Mantle allows her to cut corners in a way mere skill couldn't.

- The fifth dot can offer rerolls on specific kinds of combat rolls, automatic success on certain specific non-combat actions, or unique supernatural effects the changeling can't just learn through hard work.

The Crown

Every court has a leader: its queen, the wisest scholar, the bravest warrior, or simply the first Lost to arrive in the domain. The court's patron bestows a gift on her, a Crown, which manifests in the changeling's mien so none can deny her claim to rule. The Crown also comes with a blessing, which doesn't *rely* on Mantle rating — anyone can bear the Crown — but does

sometimes grow more potent with it. The Crown's effect then needs to be scaled — offering increasing effects as the character's Mantle rating increases — and fit the court's nature: wrathful combat prowess for Summer, or gleaning dread secrets for Autumn. Any effects should also be temporary: one battle, one scene, or even one session, and after that any lingering bonuses are lost.

Contracts

Common Contracts are deals the True Fae originally negotiated for their servants. They focus on extending senses, and shaping what's already there, whether it be emotions or physical phenomena.

Royal Contracts are agreements the Gentry originally forged for themselves, which changelings can make themselves party to. They deal with creating people, places, and things out of whole cloth, directly tampering with minds, forcing people to do your bidding, and affecting destiny.

Court Contracts also come in Common and Royal categories. In this case “royalty,” rather than being those who rise to the levels of the Others, are those who rise to the level of the court founders.

A Court Contract can be something that either the patron grants to the courtier, or that the courtier gives to the patron. For example, Summer grants a lot of heat-based powers, explained by such means as Helios being the lover of Summer and so well-disposed to her vassals. But Summer also grants powers which amplify wrath. Other Seasonal Contracts, such as Autumn's, provide ways for a changeling to consume the patron's emotions, feeding it. (Keep in mind that a “patron” isn't necessarily a single entity or spirit — it just has to be able and powerful enough to make and uphold a deal with True Fae or changelings.)

Contract Creation

To create a Contract, first decide whether it's more about manipulation or enhancement (and hence Common) or creating or wholly reforging (and therefore Royal). Once you've established that, decide whether the Contract requires a roll to activate. Contracts that are actively resisted or opposed by other people should always require rolls, while Contracts that primarily affect the changeling or act on (apparently) inanimate objects should just work. Include a roll if you can imagine the number of rolled successes mattering to the result.

Specific ranges of dice bonuses aren't as important as the nature of what the Contract does. Mind control that only lets you marshal someone the way that they were going is usually going to be Common, whereas one that stirs them to a grudge they'd never before considered is usually going to be Royal.

If the Contract belongs to a court, consider the court patron's personality and purview. Under most models, Summer's personality is fierce and unsubtle, and its emotions are anger and wrath. Therefore, Contracts that manipulate or create those emotions fit well. As well, Summer is a season of heat and dryness, so Contracts that summon scorching sunlight, or dry flesh to a crisp are also appropriate.

Effect: A Contract can have almost any kind of effect. They generally emphasize being tricky or slippery, or making some kind of exchange, and don't grant straightforward benefits without some catch or twist. Contracts, especially Common ones, usually provide a changeling with a way to “cheat,” rather than giving dominion over a broad mystical purview. However, Royal

Contracts are usually a bit flashier than Common ones, and the powerful patrons or other forces behind Court Contracts can make their effects more overt.

Type of Roll: Many contracts don't need a roll — if the changeling pays the Glamour or fulfills the Loophole, they just work. However, Contracts that are actively opposed often need a roll.

The type of roll made to activate a Contract varies based on what forces push back against it. If another living or thinking force is acting against the Contract, and the number of successes matters, it's Resisted. Subtract one of the force's resistance Attributes from the player's dice pool.

Where there's active resistance, but where the number of successes doesn't matter, the action is Contested. The opposing party rolls a Resistance Attribute + their Supernatural Tolerance.

In either case, the player's dice pool is Attribute + Skill + either Wyrd (for Arcadian Contracts) or Mantle (for Court Contracts).

Loophole: Every Contract has a Loophole, a way a changeling can get the Contract's benefits without spending Glamour or any other resource. It takes the form of a ritual behavior that appeases the patron in lieu of Glamour payment. The Loophole is always thematically related to the Contract, based on symbolism or sympathetic magic. For example, a Contract that protects against extreme temperatures might allow a changeling to blow out a fading ember or burn something that belongs to the target instead of paying Glamour.

Even better Loopholes represent a small risk, like stealing a sentimental object from the target or forcing them to break your skin. A Loophole should be something active or deliberate, usually performed within the scene in which the character activates the Contract.

The difficulty or risk of fulfilling a Loophole depends more on the value of the ritual to the other party in the contract — blowing out a candle lit by a true friend might be trivial for a changeling, but have great value to Intimacy itself.

Goblin Contracts

Goblin Contracts as a whole are haphazard, and cover a huge variety of situations. An individual Contract though, is highly focused: A Goblin Contract does only one thing, and does it *very* well.

Effect

Where Arcadian and Court Contracts might have multiple effects folded into one, a Goblin Contract is simple and unique to the goblin who sold it. Imagine a problem. Now imagine a goblin. How does he solve it? That's what the Contract does. Or imagine what innate powers a goblin might have: Would he be willing to share them with a changeling, for a price? That's a Goblin Contract, too.

As long as each individual Contract remains within its narrow confines though, it can tackle almost anything: burrowing through earth and mud, bottling despair in a draught that brings nightmares, or sculpting a labyrinthine castle from a child's dreams are all fairly done.

Cost and Use

Goblin Contracts are a little cheaper to invoke than comparable Arcadian Contracts. Most cost only a single Glamour point, or two if they're particularly powerful. They often have a Loophole the changeling can consciously manipulate (she can choose to throw down her weapons before

enacting Precocious Evasion), or work well with the Contract's general use (Goblin Luck's Loophole hinges on the changeling having no skill in the attempted task, which is exactly when the Contract might see the most use). This is by design: The goblin wants changelings to use its Contracts so she racks up Debt. For the same reason, Goblin Contracts shouldn't require dice rolls unless absolutely necessary, such as to affect another character adversely.

Purchase

The changeling can purchase a Goblin Contract from a goblin. Some run their own shops, others are only found in Goblin Markets. Very rarely does a court allow a goblin to visit its gatherings — goblins are notoriously untrustworthy, and often bring the Huntsmen in their wake (either through negligence or malice). Striking a bargain with a goblin should be memorable, with a hint of danger: Even the most well-intentioned goblin cannot be trusted. The most powerful goblin, the one with the best Contracts, is often the one that is hardest to deal with — he's eclectic, grumpy, and generally ill-disposed towards everyone. At the end of the day though, he *wants* to make the deal. No matter how much the goblin complains, the real price isn't the trinket the changeling retrieved for him, or the lock of hair she gave him (though *that's* gonna come back to bite her) — it's all about the sweet Debt. If a player wants her character to pick up a new Goblin Contract, she can *always* find a seller.

Debtor

Debt makes Goblin Contracts dangerous to changelings. Rack up enough Debt, and that unassuming goblin merchant turns into a tyrant demanding pieces of her soul. Or worse, the changeling might *become* the tyrant as the Hedge sinks its thorns into her. The Storyteller should keep track of creditors, both the goblin who sealed the bargain, and any third parties backing it. These investors are often fiercely territorial, and a band of changelings might discover they all owe Debt to the same denizens. The Queen of Eyes grants Contracts that deal with vision — both enhancing and obscuring it — for the small price of a changeling's own eyes in exchange for a stranger pair. While a character should rightly be worried about Debt (once he finds out about it, as goblins are rarely upfront), the player should be able to trust her Storyteller with Debt. Debt is not a way to “punish” a player for using Goblin Contracts, nor is it intended to seriously mess with her character or enjoyment of play. On the contrary, the effects of Debt should provide an interesting challenge to overcome, or a quest to fulfill. A good creditor enhances the character's story, rather than diminishes it.

Appendix One: The Fae-Touched

...and many quailed to hear the dread words. For so sworn, good or evil, an oath may not be broken, and it shall pursue oathkeeper and oathbreaker to the world's end.

J.R.R. Tolkien, *The Silmarillion*

Human interactions with Faerie tend to end poorly for the human. Humans who enter the Hedge rarely return, and those who see a fae creature's true mien are stricken with madness and fear. Yet, within the ranks of humanity are a few who have experienced the realm of Faerie and have returned from that place different, but not changed as the Lost are. These people are referred to as fae-touched, for they carry a piece of the Wyrd inside them. The Lost refer to them as the Avowed, honoring their devotion to keeping promises.

Fae-touched are not just people who happen to see a changeling's mien, or see past the illusion placed on a fetch. They are much more than that. Every single one of them has been inside the Hedge, and a few have even been to the outer edges of Arcadia. How humans become fae-touched varies by person, but all follow a common thread — they once made a promise with someone who is now a changeling. The promise was not something small, like a promise to walk the dog or call in the morning. Instead, it was something big, like the promise a mother makes to her child to always be there for him, the promise between sisters to never lie to one another, or the promise between best friends to name their firstborn children after each other. Whatever the promise and whatever the circumstances, one of the members was taken and the promise was left unfulfilled, yet remembered.

Unfulfilled promises between humans are common; the difference is in the intention. The person left behind keeps her promise. The friend has children and her first child is named after her long-lost best friend. The mother somehow knows the fetch replacing her child is not real, and never gives up hope of finding her real son. The lover never takes another, knowing that her true love is still out there somewhere. These people never gave up hope, never gave up on their promises, and remained true. The kept promise forges a link between human and changeling — the changeling bolstered in her resolve to escape her bonds, the human drawn inexplicably towards Faerie and her promised counterpart.

Becoming Fae-Touched

Just because someone has made a promise to a changeling, doesn't make her automatically a fae-touched human. Instead, she must enter the Hedge and make it back out again. Getting into the Hedge is not difficult and neither is it accidental. These people are drawn to Faerie, seeking it out subconsciously as they perform their daily tasks. Some resist the unrealized desire and are capable of living their lives in peace. Yet, as the years go by, the pull becomes stronger until eventually, even the most resistant give in. This is especially true if the person they keep their promise to is still trapped in Arcadia. For others, the pull is inescapable from the start, and it rules their lives. Someone always goes into the Hedge. Even if the person who originally made the promise does not — maybe she dies of an accident or resists long into old age — someone takes up the promise. It's usually hereditary; her children or grandchildren may feel the pull of the Hedge when she is too old to fulfill the promise any longer. If she has no direct descendants,

then a niece, nephew, or even a cousin may start to feel the pull and obligation of their family member.

A mother follows lead after lead looking for her real child. She promised him that she'd always be there for him. She uses everything at her disposal, following the old stray threads of his passing. Her determination leads her constantly to the place she last saw him: his school. She spends her evening scouring the area, looking for any evidence that something happened here, though it's been months or even years. One fateful day, she sees a partial scrap of a shoelace. It's his shoelace, she's certain of it. She sees another scrap of cloth further in the distance and she runs to it, passing beneath the overhanging arch of an old oak branch. Her environment abruptly changes and brambles surround her on all sides. In front of her is a narrow footpath, and she knows deep in her heart that her son lies at the end of the trail.

A woman comes home to find an uncommonly messy house. Her wife is in the kitchen, preparing dinner. Everything about the situation screams to her that something is wrong. She sees a spot of blood on the floor and as she inspects it, she sees a piece of a broken fingernail colored the same as her wife's. She looks at her wife's hand but none of the nails are broken. She makes up an excuse and leaves the house quickly, unable to return to whatever is in there. Her wife is gone, but she had promised her that she would always fight for their right to be together. The front garden is torn up, and she wonders how she didn't notice earlier. She follows the path of small details out of place until she reaches a clearing. She sees two paths that look exactly the same, but her heart points her left and she does not hesitate before stepping off in that direction.

His older sister is a monster. Or maybe the monster isn't his sister at all. He isn't sure how it happened, but he knows that one day she came home from college and she was a monster. He can't really see the sticks and mud that make her up, but he can feel them when he touches her, and he can smell the dirt around her. No one believes him. They tell him to go watch TV or read a book and leave her alone. He takes walks to the place they used to go together before she moved out. They promised each other they'd always come here once a year to catch up. He feels a sense of her here, and lets his mind wander as he sits for hours before his mother calls him home. One day, he gets lost on the way home. He knows these footpaths like the back of his hand, but somehow they turn him around. Then, just as quickly as he is lost, he finds the right path and starts down it between all the thorny vines that seem to reach out for him.

She is his best friend, but she hasn't called in days. They used to talk every night, and now she won't return his texts. He goes looking for her, but she isn't home and none of her other friends know where she might have gone. No note, no word, and more distressing is the fact that her house looks so normal, like she is just in the other room. Her phone and keys lay on the table beside the door, just like always. He starts asking around, and no one has seen or heard from her. He even calls her parents, and they say she called them yesterday. He can't believe it — they promised each other they'd never keep secrets — so he keeps looking. Then, he finds someone that may know someone. He makes a call and sets up a meeting. This person knows where she is. They say the path is hard and long, but she's been kidnapped. They can't help, but they can point him in the right direction. He just has to go out the back door and follow the little footpath he sees there.

Once the person is in the Hedge, her fate is sealed. She is now fae-touched, despite what else happens. As she passes through whatever gateway brought her into the Hedge, she gains a connection to Faerie and is able to draw upon it. Usually, she has no idea what is happening, or

that she has any control over her environment. This doesn't stop the Hedge from responding to her desires and changing accordingly. Most fae-touched are in the Hedge to find their missing loved ones. Paths open before them and direct them deeper into Faerie, following their tenuous connection to the last place Faerie knew the changeling was held. If left unchecked, a fae-touched can walk all the way to the changeling who shares her promise. Yet, if she ventures too deep into Faerie, she is likely to never return.

Escaping the Hedge

A fae-touched is free to move about the Hedge as she wishes, but finding her way out is a different matter entirely. Most humans who enter the Hedge this way do so with a singular purpose. If she strays from that purpose, or leaves the trail, she is likely to get hopelessly lost. If she stays her course, she is drawn increasingly closer to Arcadia and the True Fae who captured her friend. She has a few options for returning to the real world, but all come with their own risks.

As the fae-touched enters the Hedge, her changeling counterpart is presented with an opportunity for escape. Maybe his Keeper is distracted, the final part of his plan is realized in that moment, or he suddenly gains the strength of will he previously lacked. At this moment, the changeling is faced with a decision to leave, and if he takes it, he is set on his path of escape. The paths opened within the Hedge to the Avowed lead her to cross paths with the changeling. If all goes well, their paths intersect somewhere deep in the Hedge and they help each other escape into the mortal world.

Things don't always go well. Sometimes, their paths do not cross. Something stops the changeling from escaping Faerie. Maybe he is thwarted in his escape, or dies in the attempt. Sometimes, despite the impetuosity his friend's presence lends, the changeling simply chooses to remain in captivity, unable to bolster his will to escape at that time. In rare cases, the changeling has already escaped, and the fae-touched is simply following a dead trail to his former True Fae captor. In these cases, she may end up following her path to Faerie, only to get captured herself.

A few stories relate that when a fae-touched and her changeling's paths intersected, they were far too close to Faerie, and the changeling's escape had not yet been completely decided. In one story, the Avowed bargains for the life of the changeling. She somehow pulls on an ancient Contract and forces the Gentry to release them both. Another story has the changeling use the fae-touched as a stepping stone, passing her to the Gentry to ensure his own escape. More grim stories tell that when the Avowed arrives at her destination, the changeling's True Fae captor catches the new mortal, too, and bends her to his will.

Sometimes, the fae-touched never makes it far within the Hedge, but instead gets distracted from her path. She may encounter a hobgoblin who entices her away and makes her forget her goal. She may simply get overwhelmed by the Hedge and lose sight of why she came. She spends so long there that she cannot imagine leaving. When this happens, her only hope is that a changeling comes across her, as eventually one Gentry or another notices her presence and takes her.

Changelings in the Hedge who see an Avowed know that her chances of escape alone are slim. While no one wants to deprive a fellow changeling of any advantage he might have to break free of his bonds in Faerie, helping the human is a much more immediate concern. Of course, they are

also concerned with the incredible boon of having a fae-touched owe her life to the changeling. Some changelings dedicate their time to entering the Hedge, seeking out Avowed, and helping them escape.

An unlikely — though possible — way for the fae-touched to return to the normal world is to simply walk out. This usually only happens after the fae-touched has strayed from her original path and begins wishing for a way out. If she is somehow unhindered or untouched, her attachment to Faerie slowly leads her on a new path out of the Hedge. Only the most strong-willed and lucky fae-touched escape the Hedge this way, and doing so forges a connection to the Wyrd all her own.

When the Avowed finally escapes, she is forever changed, much like a changeling. She is not truly a changeling, since she was never captured and has no seeming. She does have a tie to Faerie through the Wyrd, though, gained in the Hedge and forming a tenuous bond to where she once was. She is no longer completely human, yet she is much more connected to human society than her changeling counterparts.

Escape!

Before bringing new fae-touched characters into a game or starting a new game with them, try running one-on-one sessions with players to allow them to experience their characters' first foray into the Hedge. This helps the player decide what kind of promise her character made, how she entered the Hedge, and what she got out of the journey. It also helps her set Aspirations for her character, as well as get a feeling for how far the character will go in order to fulfill her promises.

The player should make her full fae-touched character, but ignore her fae-touched template for the first part of the session. She is a normal human at first, until she enters the Hedge. At that point, she gains her fae-touched template, as well as any Merits with a fae-touched prerequisite, and a full Glamour pool.

This presents a good opportunity to introduce key changeling Storyteller characters and setting elements directly into a character's background and make them important to the Avowed. Work with the player to craft an escape story that makes sense for the types of stories she wants to see in play.

Call of the Wyrd

Glamour surrounded and infused the Avowed when they entered the Hedge. Each forms a tiny connection to this power, and wields it while he's there, using it to clear a path through the brambles and lead him to his promise-bound changeling. Though he is not changed to the same degree that she is, he undergoes a forging process that leaves him with a permanent connection. He has a Wyrd rating and can utilize Glamour in much the same way as a changeling can, though he is not as powerful.

This connection to the Wyrd is twofold. It strengthens the bond between the fae-touched and the changeling with whom he shares a promise, and it imbues him with a modicum of fae power. The bond between changeling and fae-touched is dangerous, as it continues to pull at the Avowed, beckoning him to return to the Hedge and seek her out. Not only that, but the link gives him an awareness of the changeling he never had before. He can sense her wellbeing and her pain, and he often experiences visions of her while she's in Arcadia.

The connection to the Wyrd that gives the Avowed his power can also be dangerous to him. On his first trip into the Hedge, the Wyrd filled him and gave him power in what felt like a hopeless situation. The Glamour of the place entered him easily and changed him. In the real world, Glamour is hard to come by, and his power over reality is regulated to whatever Contracts he can learn. When he escaped the Hedge, it left him with a fraction of the fae magic he previously had at his disposal and has no understanding of what to do with it. While he does have a Glamour pool he can access, the fae-touched does not inherently understand how to harvest more — this is a skill someone must teach him. What's worse is that the fae-touched finds the inexplicable draw to the Hedge that brought him to this point did not go away after he left the Hedge; instead, it has only grown stronger.

A fae-touched feels a longing to return to the Hedge, to soak up all the Glamour she can, and to use that power. The Wyrd pulls at her, beckoning her to return to Faerie and continue her search for her friend, and to become one with the fae. Even if she reunites with her promise-bound changeling, this feeling cannot be abated. Where a changeling has the grounding experience of captivity and being forced to endure what felt like a lifetime of servitude in the presence of all that power, a fae-touched has only the experience of longing and seeking. This is not to say that she is unaware of the dangers of Faerie, as she is likely to have met her own challenges while in the Hedge. Instead, her experiences and subsequent changes are not as drastic, meaning the draw of the Wyrd can take a stronger hold within her. No amount of explaining or understanding can abate the desire; only a strong force of will keeps her from leaping back into the brambles at every chance.

With guidance and assistance, an Avowed can learn to harvest Glamour from humans and use her power in a controlled manner. Those who do not control themselves find that the draw into the Hedge eventually takes them there. It's never the same as the first time, and the fae-touched is much more likely to get lost or taken if she returns unsupervised.

Fae-Touched in Changeling Society

Changelings represent a real-world connection that a fae-touched human has with whatever happened to her while she was in the Hedge. She is still very human, and little about her life before the Hedge has changed. Where a changeling had his entire life yanked out from under him — his home and loved ones lost to a fetch, and time dilated in weird ways — the Avowed returns to a world exactly as she left it. Her family is still there, her house just the same. Her job may have missed her for a few days, but otherwise everything she once knew is still in place. She could easily return to her life with no one the wiser, except for the fae-touched herself.

Knowing that doesn't make it easy to do. She has gained insight into a fantastical and dangerous world outside her own. She has a connection to a society of supernatural creatures. She knows now that the person to whom she kept her promise was captured, and she sees the fetch for what it is. For her, everything has changed, and while on the surface everything looks normal, she realizes nothing ever really was.

Many fae-touched find it difficult to go back to their normal lives; few people willingly insert themselves into a situation they know to be false. Some react poorly to the knowledge that a fetch replaced someone they know, and attempt to out its true nature or even kill it. Other humans regard the Avowed with fear and misunderstanding, assuming she suffered a psychotic break. To a certain extent, she has, but not in a way people can understand. A few return to their lives, living alongside fetches, biding their time until they can begin their search again.

Some want to be close to changeling society, hoping that the Lost are the key to finding the ones they yearn to find. If an Avowed reunites with her promise-bound changeling, then she wants to stay connected. Another might fear the changelings and only want interaction if she believes they will lead her to her promised one. On top of all that is her constant, unbreakable desire to return to the Hedge and regain the power she had there, or to search once again for the person she lost.

The Avowed present a unique paradox to changelings. The True Fae never took these people and they do not know the horrors of a durance, yet they have been exposed enough to see past the Mask. The Avowed have the ability to do something the changeling can never do — return to their previous lives — yet many refuse to do so completely.

Despite these stark differences, the Avowed is also a comrade, someone who survived the dangers of Faerie and changed because of it. She may have even been the catalyst for a changeling's escape. She is someone driven by devotion and someone the Lost can trust.

By the very nature of being Avowed, she has proven a willingness to keep important promises. Not only that, but she has shown the will and strength it takes to see beyond the lies spread by the True Fae in an effort to keep those promises. Even if an Avowed were nothing more than that, her presence would be a comfort to the changeling, yet she has much more value. She represents an intermediary between the changeling and the mortal world. He does not have to hide his true nature from her and she can help him relate to humans. She has an understanding of his fae concerns, even if she does not share in all of them, and she can assist in endeavors both in and out of the Hedge.

While a changeling is likely to want an Avowed around, he doesn't necessarily believe she should be exposed to the entirety of the freehold and the society they have built. Most changelings prefer to keep the fae-touched at a distance, contacting them only in times of need or want. The fae-touched wants the opposite. She wants to connect to the people that understand all her conflicting emotions more than she wants to resume a mundane life. She wants to be involved and to continue to assist her loved one despite his best intentions for her.

When the fae-touched do find the changelings to whom they made their promises, these interactions are complex, but more easily defined than the alternative. The changeling still owes this person his part of the promise, though few fae-touched care much if he fulfills it at this point. Changelings feel immensely grateful to their Avowed counterparts, and often feel obligated to them, no matter what their promise was. Even a promise of revenge or payback turns into a treasured relationship for the changeling, though the fae-touched may not feel so nostalgic without the experience of capture and torture at the hands of the Gentry. Either way, the Avowed and the changeling are intricately bound to each other, making their relationship one of at least mutual respect and understanding, if not outright companionship.

The relationships between the fae-touched and changelings are as complex and varied as the people composing them. For some changelings, the Avowed are nothing more than people with some extra knowledge; for others, they are friends and confidants. Some changelings find relating to the Avowed easier than relating to mundane humans, and prefer their company over anyone else's. Some resent them and their rapid escape from the horrors of Faerie, and want nothing to do with them. Some simply see them as one more tool, someone they can use to gain an advantage. And a lucky few changelings find a loved one in the Avowed, someone they believed lost to them forever.

System: Changelings and Avowed gain a few special benefits from reuniting after both their escapes from the Hedge. First, the two immediately enter into a personal oath (p. XX), with terms the Wyrld decides if the characters don't swear the oath deliberately. These terms should reflect the nature of the original promise and how their relationship has (or hasn't) changed since then. The oath grants these specific benefits: Either character may harvest Glamour from the other, and either may spend a point of Glamour to sense the other's general physical and emotional state, and her rough distance and direction, wherever she may be.

Within the Freehold

A city with a well-established freehold is bound to have several fae-touched within its scope of influence. How the changelings deal with those Avowed depends on which courts make up the freehold. Most courts prefer to extend aid and assistance to the fae-touched without formally accepting them into the freehold. Instead, individual members of the freehold take on each fae-touched as an apprentice or vassal, helping her master her Wyrld while keeping her confidences. Certain courts associated with protection or love may freely accept the fae-touched into their lives without question. Even if the freehold does not consider the Avowed a full member, they often extend protection and aid when she needs it.

Changelings view having the Avowed around as a boon to the freehold. A fae-touched is likely to be a calming presence in an otherwise-tumultuous environment. She is partially fae, but does not suffer the constant hounding of the Wild Hunt. Her connections to the mortal world set her apart from the changelings, and make her a valuable ally. Those who gain acceptance into the freehold find themselves in the middle of political intrigue and courtly gossip. The fae-touched's favor is not necessarily sought so much as bought, and her connections are exploited by any bold enough to try.

The Courts

A fae-touched who has spent a great deal of time around changelings tends to get more embroiled in their concerns. Yet she has no one hunting for her, and she is in no danger of someone dragging her back to a True Fae captor (at least, no more so than any human being). There is no pressing reason for an Avowed to officially join the changeling courts, and as such rarely do.

Some fae-touched do enter into oaths to join a court, usually because their promise-bound is a member. The kind of protection it would offer a changeling is unnecessary for her, but she does gain the other benefits. Few changelings treat her as a full member, though. She often remains in the lowest ranks of the court, simply allowing her oath to be all that she needs to gain the minimum protection of the freehold. She may participate in Bargain rituals and symbolism, but rarely gains an official position and can't gain dots of Mantle.

Oath Keepers

Keeping a promise is important to both changelings and Avowed. For changelings, trust and keeping their word is imperative, especially among others like them. For the fae-touched, keeping a promise is a matter of integrity and personal honor, no matter to whom she makes that promise. Few fae-touched ever break their word when it's given, and they take even the simplest agreement seriously. If a fae-touched forsakes an oath, her fellows never forgive her, even if she is able to redeem herself in the eyes of the Wyrld and changeling society. A changeling who breaks her word is even worse, in the eyes of the Avowed. Every fae-touched knows the only

reason she is connected to the Wyrd is because of someone she loves who is trapped in Arcadia, and the shared promise they have between them. Her hope is to one day free her friend and reunite, and the strength of her word is the only thing that continues to give her hope. If her loved one were to lose that promise, or worse, go back on the agreement they made so long ago, what would become of their connection? Such an idea is horrifying to most fae-touched, and few contemplate that line of thinking for very long.

Some fae-touched hone the control they have over the Wyrd to seek out information about oaths and promises, monitoring who owes what and who might have broken their vows. If an Avowed finds someone who has broken a promise, especially to a human or fae-touched, she takes it upon herself to punish the oath breaker. Some freeholds employ such Avowed to monitor minor pledges between lesser members of the courts and report misconduct to the monarchs. Others simply work on their own, taking punishments into their own hands, even if such action would be ill-advised.

Outsiders

Some fae-touched find changeling freeholds and courts hard to follow. The Avowed understand promises all too well, and some are reluctant to ever promise anything to a changeling without a dire need. Pledges and oaths are too grave to enter into, and the frequency with which changelings use the Wyrd to seal deals can be daunting to someone so sensitive. Such a response can cause the Lost to shun the Avowed, unable to understand why she refuses to pledge her word to them freely.

In these cases, the fae-touched band together on the outskirts of changeling society, making up their own lesser society based on unspoken words and mutual understanding. The fae-touched tend to gravitate toward one another — in much the same way they gravitate toward the Hedge — though no outward appearances betray their nature. These fae-touched prefer each other's company over that of other humans, and they view changelings as vapid and self-absorbed. They seek solace in each other and shy away from changeling society. They hold no ill will toward changelings and deal one on one with them in certain circumstances, but otherwise remain separate from the freehold and courts.

Many changelings are horrified to realize that it isn't only they who have Avowed waiting for them somewhere in the mortal world — nothing stops a human who has promised something to a privateer or a loyalist from becoming fae-touched, and such people usually become tools and weapons in the hands of the freehold's enemies. Some Lost find it difficult to blame these Avowed — after all, they too swore to stand by their changeling companions, no matter how vile their actions — but most treat them just as they would any agent of the Gentry: with fear and contempt.

Those Who Do Not Know

Not all fae-touched escape the Hedge into the hands of the Lost. Those who fight to free themselves may not even realize that such a thing as the changelings exist. Even when presented with changeling society, they have a hard time accepting the Lost as any part of humanity. They view changelings as they do anything else from the Hedge: dangerous and not to be trusted.

Key Smiths

When the desire to return to the Hedge completely overtakes an Avowed, she turns volatile and dangerous to both herself and changelings. Giving in to desires is not a psychotic break. She looks and acts like her usual self, but like an addict out of control, she does irrational and dangerous things to get her fix. Some give in easily to this desire, where impatience might drive others to rash action. Whatever the cause, the fae-touched makes a conscious decision to enter the Hedge, no matter the cost. Maybe the dreams of her loved one overwhelm her, and she is bound and determined to seek him out; maybe she is starved of Glamour and believes she can find more there; or maybe she is just drawn to the power of Faerie and no longer has the willpower to resist the urge to go.

These fae-touched gravitate toward one another, somehow unconsciously drawn to those most likely to assist them in their goals. Some changelings speculate that the Wyrld draws them together, its pull on them heightened when they congregate in groups, like living conduits for its demands. They band together with a similar mission: Find a way back into the Hedge. The changelings call them Key Smiths, for they seek out gate keys.

Fae-touched know they cannot open and enter Hedgeways on their own, not without some kind of gate key or a changeling to let them in. Some groups spend their time searching out natural Hedge gates and the keys associated with them. They map every place they see someone enter or leave the Hedge and they pump the changelings for information about keys. Sometimes the groups petition changelings for assistance, hoping to trade favors for entrance into the Hedge.

More impatient groups don't want to wait to map out gates or hope for changeling help. These groups act out in terrible ways. Sometimes they take over changeling holdings or kidnap people close to the Lost, demanding entrance into the Hedge in return for whatever they took. Other, more severe groups hunt down and capture a changeling, forcing him to open a gate for them on pain of iron. Usually, they need entrance *and* exit Hedgeways, so hostage situations do not resolve until they've finished their mission into the Hedge.

The Hunted

Under normal circumstances, a fae-touched does not have to worry about anything hunting her and returning her to Arcadia. She was never in the keeping of the Gentry, and they have no idea she is anything other than a mere mortal. She is more human than she is fae, unaffected by a fae mien. The True Fae do not purposefully send their Huntsmen after a fae-touched, and she may go her whole existence without encountering one, if she's lucky. Despite this, she does have access to the Wyrld — no matter how muted — and appears fae to the senses of those who dwell in Faerie. For this reason, she may gain the wrong attention if she is not careful.

Every now and then, the fae-touched does something to gain the attention of the Gentry or their Huntsmen. Maybe she's just in the wrong place at the wrong time. Commonly, it is because the Avowed find it hard to steer clear of Faerie, and tend to become embroiled in conflicts even when they aren't trying to. Maybe she spends too much time with a particularly irksome changeling. Maybe she's been in and out of the Hedge unscathed one too many times.

No matter what causes the Fae to notice her, once it happens, she can't shake their interest. Some fae-touched find themselves hunted as relentlessly as any changeling, having caught the eye of a curious True Fae. The best-case scenario is that they consider her an annoyance slated for death; the worst-case scenario is that the True Fae is interested in her and wants her brought in for investigation.

Sometimes she only gains the notice of a Huntsman, but in many cases, this could be worse. A Huntsman may dismiss her as a regular human, or decide to kill her to get at the changeling it is hunting. It may decide she's a useful tool: Maybe she can lead it to the changelings, or be a bargaining chip if the Huntsman kidnaps her. It may offer her a deal, something she desperately wants, to sell out her friends. Of course, taking such a deal would make her a traitor, but denying it may get her killed.

Fae-touched rarely know when they've attracted the attention of a fae creature until it's too late. Changelings caution Avowed to be wary, since they can't initiate oaths and thus have no way of stopping a Huntsman once it's on their trail. Having a hunted Avowed around can be a liability, but few changelings would abandon someone to whatever fate the True Fae have planned for them. Usually, such a predicament encourages the freehold to increase their security and bring the Avowed more tightly into their fold.

The Loyal

The most important thing to a fae-touched is finding her missing loved one. It is what drives her and preoccupies her. The life she leads on Earth is one of pensive waiting, hoping that one day she can reunite with him. She does what she can to assist changelings in hopes that someone will do the same for him. She follows the changelings into the Hedge in hopes that they may find a chance to rescue him. And, if offered a chance to save him, she would abandon all else to do so.

Sometimes, this fierce loyalty works against the fae-touched in ways she would never expect. If a True Fae discovers such a weakness in the ranks of changeling society, it wastes no time seizing it as an opportunity. They court and deceive the Avowed, promising a chance to free her loved one, or just to see him once again in return for information or an outright betrayal. Huntsmen make deals with the fae-touched to trade bits of truth about where her changeling is kept in exchange for knowledge about the changelings in the nearby freehold.

Some fae-touched have even less heartening stories. During her first voyage into the Hedge, one followed a path that led her deep into the heart of a Gentry's domain. Within, she found her promise-bound Lost. She tried to free him, but his True Fae master caught her. Through whatever arcane Contracts guided this Gentry's actions, she was spared for the time being. It proposed a deal: If she returned to Earth, collected any one other changeling, and brought him back to it, it would let her loved one go. She shook on it and went back, so elated to have a way to save him that she didn't recognize she never made a deal for her own life and freedom.

Using Loyal Fae-Touched

A fae-touched with motivation to capture a changeling rarely has the means to do so. She is reluctant to approach other fae-touched, since they may try to talk her out of keeping her deal or hurt her to prevent her from enacting any plans. She may pair with a loyalist changeling who is much more capable. A changeling and an Avowed working together are more dangerous than either alone.

Fae-touched working against changeling society can be extremely disruptive, since they are so well known for their honesty and loyalty, so use them with caution.

Tales

Avowed have a place in changeling stories as both allies and antagonists. Fae-touched may play a large part in a changeling's life, posing a constant source of strife and conflict, or an amazing source of aid and information. Changelings are certain to run into many fae-touched in their lifetimes, and the fae-touched may be responsible for helping someone out of the Hedge at a critical moment.

The Promise Collector

Stevie is an Avowed member of the freehold. She's a bit of a legend in her own right. Some say she showed up one day out of the Hedge and went straight away to the courts to pledge herself to the freehold. No one knows if she came fresh out of the Hedge or if she had somehow found her way to the freehold from elsewhere, but she's been a fixture ever since. She doesn't belong to a court, and she wields very little influence over the changelings, but she commands a great deal of respect. Everyone seems to have some kind of deal with her, even if it's something as simple as a polite agreement to leave each other alone. She's notorious for sealing statements on all of her agreements, no matter how large or small.

The characters have met Stevie at least once, but they don't have any active deals with her. When she goes missing, they don't really think anything of it. Rumors crop up that she's disappeared into the Hedge, but no one seems to know where she's gone. Days later, everyone in the court is struck by terrible nightmares and phantom pains. Something happened to Stevie, and the Wyrd somehow connected everyone in the freehold to her pain through her pledges to them. Almost everyone in the freehold is debilitated by the pain. The characters must race to rescue Stevie before something worse happens to her, and through her bonds, the rest of the freehold.

Dark Dreams

A newly escaped changeling, Pedro, has taken shelter within the freehold. He complains of terrible nightmares each night. He is being chased down in the Hedge by foul creatures made up of the brambles. Each morning he awakens in sweats. At first, everyone believes he is experiencing trauma from his recent escape, but as the nightmares get more intense each night, he seeks assistance.

Pedro asks the characters to help him quiet his dreams. The first night, they enter his dreams in dream form, simply riding the dream and watching what happens. The first half of the dream is mundane and normal, but at some point in the night the dreams take a stark turn, completely dissolving from Pedro's dreamscape into an even more twisted and dark version of the Hedge. As they watch, hobgoblins chase a man onto Pedro's path. The man begs Pedro to help him, but Pedro seems completely distressed by his presence. Pedro tries to fend him off, but cannot. When the dream ends, Pedro explains that the dream is the same every night. He reveals that he recognizes the man: His name is Walter and they were best friends before he was taken. Pedro says he's felt a strange connection to Walter ever since his durance, and it's only gotten stronger since he's escaped. In fact, it was the memory of Walter that gave him the strength to free himself.

Pedro is bound to a fae-touched human who entered the Hedge on the same day that he escaped. Pedro found his own way out, but Walter was trapped there. Through their bond, Pedro witnesses Walter's struggle through the Hedge each night while dreaming. The only way to truly help Walter is to enter the Hedge to help Pedro find him and bring him back out.

Playing a Fae-Touched

The Avowed have an important place within changeling society. The portrayal of fae-touched members of the freehold is more than simply playing the lackey or following orders. Avowed have a connection to the Wyrd and are complex individuals. The decision to play a fae-touched character in a changeling campaign should be discussed not only with the Storyteller, but also with the other players. Those players should consider how their characters view and interact with the fae-touched, and which one of them, if any, the Avowed is bound to. A fae-touched character's story can serve to bring a cohesive element to an otherwise-disparate group.

Creating a Fae-Touched

A character becomes fae-touched when she enters the Hedge in search of someone with whom she shares a promise. At that time, she is invested with the Glamour of Faerie and takes a little piece of the Wyrd with her when she leaves.

To create a fae-touched character, use the same guidelines for creating a character found on p. XX, but don't add the Lost template, and use Integrity instead of Clarity. Afterward, make the following modifications to the character. Be sure to look at the fae-touched Merits presented later in this chapter.

Note that the Avowed share many traits with changelings, but they are not changelings. Some traits are completely unique to changelings. If an advantage or trait is not listed below, do not assume fae-touched characters gain it.

Add Fae-Touched Traits

Promise: All fae-touched have a promise that either they, or someone in their family from whom they inherited it, made to a changeling. This promise shapes how the character views and interacts with the world. Whenever the Avowed takes actions that fortify her promise, she gains a one-die bonus to perform those actions. Some Merits may add additional benefits based on the type of promise she's made.

Wyrd: Wyrd reflects the small amount of Faerie the character can channel into the world. Fae-touched characters have an effective Wyrd rating of 0, though they are capable of utilizing some of its benefits. A fae-touched cannot increase her Wyrd rating above 0.

Contracts: Select a favored Regalia for the character and two Common Contracts within it. The character cannot start with Royal Contracts, but you can spend Experiences to purchase them in play at the same rate as a changeling.

Advantages

Glamour: A fae-touched character can utilize Glamour much like changelings can. She can bank up to 10 Glamour inside her and spend one point of Glamour each turn. She can only harvest Glamour from people's emotions or through Hedge bounty, as she is normally incapable of entering other people's dreams. Other fae creatures can harvest Glamour from a fae-touched. When this happens, she loses Glamour from her own pool to the being who harvested from her.

Pledges: The Avowed are capable of using their Wyrd to witness sealings. They are still subject to sealings from changeling characters, and they cannot attempt to use sealings on changelings or other fae creatures. Additionally, changelings and Fae can forge oaths with fae-touched characters, carrying all the benefits and drawbacks associated with these. Fae-touched characters

cannot initiate oaths with anyone other than a changeling, including other fae-touched characters or Huntsmen. If a changeling creates a bargain with a fae-touched character, he does not gain the benefit of additional concealment that he would with an ordinary mortal.

Oneiromancy: Fae-touched characters normally cannot engage in oneiromancy on their own. They do not share a changeling's innate ability to pass through the Gate of Ivory into their own dreams, nor can they take dreamweaving actions. Some do have latent talents to enter and affect dreams, though, represented as Merits, and some can enter the dreams of others with the Dreamsteps Contract (p. XX).

Contracts

Fae-touched can learn and use any Contracts, including Court Contracts, with a few restrictions.

- A fae-touched must be taught new Contracts, and cannot learn them on her own. She follows the same restrictions for Court Contracts as a normal changeling, and must have enough dots of Court Goodwill to purchase any (p. XX).
- Fae-touched do not automatically gain access to a Contract's seeming benefits. She must spend Experiences to learn any seeming benefit, and a changeling must teach it to her via Pupil's Devotion (p. XX).
- Fae-touched characters do not understand enough about the nature of Faerie to use Loopholes in Contracts.

Drawbacks

Being fae-touched carries its own dangers and drawbacks, uniquely separate from those changelings suffer.

Susceptible to Madness: Her time in the Hedge left the character somewhat disturbed. All fae-touched characters suffer from the Madness Condition (p. XX) at character creation. If an Avowed enters the Hedge after resolving the Condition, she immediately regains it.

Additionally, the character suffers from the Arcadian Dreams and Hedge Addiction Conditions (p. XX).

Fae-Touched Merits

The following Merits are available for fae-touched characters. Changelings and mundane humans should not purchase these Merits without approval from the Storyteller. Fae-touched may also possess dots in Court Goodwill, Glamour Fasting, and Hollow (though she must always purchase this as part of a motley), as well as any human Merits.

Dream Shaper (••)

Prerequisites: Fae-touched, Lucid Dreamer

Effect: Your character is not only capable of lucid dreaming, but can make changes. She may take dreamweaving actions (p. XX), but only within her own dreams.

Expressive (•)

Prerequisites: Non-changeling

Effect: Your character was always more expressive than the people around him, and his time in the Hedge gave him a deeper understanding of his own emotions, which are particularly

nourishing to fae creatures. When harvesting Glamour from your character through his emotions, a fae being gains two Glamour points per success instead of one.

Find the Oathbreaker (••)

Prerequisites: Fae-touched, Sense Vows

Effect: Your character's devotion to her own promise makes her sensitive to other people's vows. She can tell whether someone has broken their word, even if it is something as simple as a verbal promise. She counts as a changeling for purposes of the Oathbreaker Condition (p. XX). Additionally, if the character touches a target, she can measure the depths of his dishonesty. Her player rolls Wits + Empathy to determine whether the target has broken any promises or reneged on any deals in the recent past. The character senses one promise the target has broken per success rolled within the last 24 hours, or within the last week if it was a pledge bound with Glamour. She knows in general what the oath was about and how the target broke it.

Hedge Delver (•••)

Prerequisites: Fae-touched, Survival ••

Effect: Your character's desire to return to the Hedge is tempered by her understanding of the dangers. She gains two bonus dice to teamwork rolls she makes to aid a changeling in navigating the Hedge. Additionally, she is capable of Hedgespinning actions (p. XX), but only to make subtle shifts.

Oathkeeper (•••)

Prerequisites: Fae-touched, Resolve •••

Effect: The Wyrd has bolstered your character's desire to keep her promises beyond her own strength of will. Whenever you spend a Willpower point on a roll to contest any mundane or supernatural attempt to convince her to do something that would make her break her sworn word, either from a sealing or an oath, gain four dice instead of three, and you achieve exceptional success on three successes.

Promise of Debt (• to •••)

Prerequisites: Fae-touched

Effect: A debt lies between your character and another, and he aims to see it resolved. The debt is not necessarily monetary, though that is the most common kind; it may instead be a service debt or a life debt. Whenever the character attempts to resolve a debt, whether his own or someone else's, gain a dice bonus equal to his dots in this Merit to all rolls made in service to the resolution.

Promise of Love (• to •••)

Prerequisites: Fae-touched

Effect: Your character promised to always love another. When he disappeared, she knew immediately that his fetch was wrong somehow and she went in search of him. Her devotion drives and supports her. Gain a dice bonus equal to her dots in this Merit to rolls to contest mundane or supernatural attempts to manipulate her emotions toward another person.

Promise of Loyalty (•••)

Prerequisites: Fae-touched

Effect: Your character would do anything for another, and she for him. They have no secrets from one another, and he could never lie to her. When she forgot simple truths about their relationship, he knew something was wrong. He never questioned his friend; instead, he went searching for answers and found she was missing. He values honesty and loyalty above all else and it shows in everything he does. Reduce the number of Doors his opponents have in Social maneuvering by one whenever he's banking on their previous relationship or shared history.

Promise of Protection (• to ••••)

Prerequisite: Fae-touched

Effect: Your character told him she would always be there for him and make sure he was safe. She didn't even know he had been taken when she started looking for him, her protective nature guiding her. She knows deep down that everyone is vulnerable and needs a little protection. Whenever she protects someone other than herself, gain a bonus to your Initiative modifier equal to her dots in this Merit, and reduce any Defense penalties from multiple attacks in a turn by one.

Promise to Provide (••)

Prerequisite: Fae-touched

Effect: Your character promised he would always have room in his home for her, no matter when she needed it. He kept a guest room always available, even when he could barely afford a two-room apartment. He keeps her things in there, just the way she likes them. He prides himself on his hospitality, and the Wyrd has strengthened his resolve to ensure he always has an open home and hearth. Whenever he offers hospitality to someone, he may spend a point of Glamour to enforce it for the rest of the chapter. Anyone who accepts must then spend a Willpower point to break his hospitality by harming him, his allies, or his home. Anyone who accepts and *doesn't* try to break his hospitality instead regains a point of Willpower at the end of the chapter.

Promise to Serve (• to ••)

Prerequisite: Fae-touched

Effect: Maybe your character agreed to name her firstborn child after her brother, or promised that she would take his children in as her own if he ever died. No matter what the agreement, after she lost touch she stayed true to her word and followed through. She needs something to do with herself, something to give her life direction and purpose. Whenever she is part of a teamwork action, she adds her dots in this Merit as bonus dice in addition to those generated by her rolled successes to the primary actor's roll.

Punish the Oathbreaker (••)

Prerequisites: Fae-touched, Find the Oathbreaker

Effect: Your character takes his own promises seriously, and the idea that someone else might not offends him to his core. He may use Loopholes to activate Contracts that would impact an oathbreaker negatively and directly, as long as he reads their broken promises with Find the Oathbreaker first. Contracts that affect a group of people or the environment do not gain this benefit.

Sense Vows (•)

Prerequisites: Fae-touched

Effect: Your character's dedication to her promises allows her to sense when the Wyrd was invoked to seal one. By spending a point of Glamour while interacting with someone, she can determine whether that person made any promises through sealings, oaths, or bargains within the current story. She cannot tell the details of the promise, though she knows what kind of pledge the character is sworn to, and the general idea of what was promised.

Appendix Two: Equipment

Weapons

Melee Weapons Chart

[BEGIN CHART]

Type	Damage	Initiative		Strength		Size	Availability	Special
Sap	0	−1	1	1	•	Stun		
Brass Knuckles	0	0	1	1	•	Uses Brawl to attack		
Baton	1	−1	2	2	n/a			
Crowbar	2	−2	2	2	•			
Tire Iron	1	−3	2	2	••	+1 Defense		
Chain	1	−3	2	2	•	Grapple		
Shield (small)	0	−2	2	2	••	Concealed		
Shield (large)	2	−4	3	3	••	Concealed		
Knife	0	−1	1	1	•			
Rapier	1	−2	1	2	••	Armor piercing 1		
Machete	2	−2	2	2	••			
Hatchet	1	−2	1	1	•			
Fire Axe	3	−4	3	3	••	9-again, two-handed		
Chainsaw	5	−6	4	3	•••	9-again, two-handed		
Stake*	0	−4	1	1	n/a			
Spear**	2	−2	2	4	•	+1 Defense, two-handed		
Stun gun (melee)	1	1	1	1	•	Stun; bonus successes don't add to modifier for damage		

[END OF CHART]

Type: A weapon's type is a general classification that can apply to anything your character picks up. A tire iron might be any metal club, such as an antique mace, a metal baseball bat, or a hammer, while a hatchet might be a meat cleaver or an antique handaxe.

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a −1 penalty on attack rolls.

Size: Size 1 items can be hidden in a hand; two Size 2 items can be hidden in a coat; Size 3+ items cannot be hidden.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the weapon.

Concealed: A character that wields a shield but doesn't use it to attack can add its Size to his Defense, and uses its Size as a concealment modifier against ranged attacks.

Grapple: Add the chain's weapon modifier to grappling dice pools.

Stun: Halve the victim's Size when aiming for the head with intent to stun.

Two-handed: This weapon requires two hands. It can be used one-handed, but doing so increases the Strength requirement by 1.

* To pierce the heart, a stake must target it specifically (−3 to attack rolls) and must deal at least five damage in one attack.

** The reach of a spear gives +1 to Defense against opponents who are unarmed or wield weapons of Size 1.

Ranged Weapons Chart

[BEGIN CHART]

Type	Damage Example	Range Clip Special	Initiative	Strength	Size	Availability
Revolver, light Special)		20/40/80	6 0	2 1	••	SW M640 (.38
Revolver, heavy Magnum)		2 35/70/140	6 -2	3 1	••	SW M29 (.44
Pistol, light	1	20/40/80	17+1 0	2 1	•••	Glock 17 (9mm)
Pistol, heavy ACP)	2	30/60/120	7+1 −2	3 1	•••	Colt M1911A1 (.45
SMG, small* (9mm)	1	25/50/100	30+1 −2	2 1	•••	Ingram Mac-10
SMG, large* Rifle	2 4	50/100/200 200/400/800	30+1 −3 5+1 −5	3 2 2 3	••• ••	HK MP-5 (9mm) Remington M-700
Assault Rifle*	3	150/300/600	42+1 −3	3 3	•••	Steyr AUG (5.56mm)
Shotgun** gauge)	3	20/40/80	5+1 −4	3 2	••	Remington M870 (12-
Crossbow***	2	40/80/160	1 −5	3 3	•••	
Stun gun (ranged)***	1	5	1 0	1 1	•	Taser Stun; bonus successes don't add to the modifier for damage

Pepper spray	0	1/2/3	n/a	0	1	1	•	Stun; Penalty, deals no damage
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[END CHART]

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Ranges: The listed numbers are short/medium/long ranges in yards/meters. Attacks at medium range suffer a -1 penalty. Attacks at long range suffer a -2 penalty.

Clip: The number of rounds a gun can hold. A +1 indicates that a bullet can be held in the chamber, ready to fire.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase it by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 on attack rolls.

Size: Weapons of Size 1 can be fired one-handed; Size 2 weapons must be fired two-handed and can be hidden in a coat; Size 3 weapons can be fired two-handed, but not hidden on one's person.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the weapon.

Stun: Halve the victim's Size when aiming for the head with intent to stun.

Penalty: Pepper spray inflicts a -5 to all actions, reduced by one for every turn the victim spends rinsing his eyes.

* The weapon is capable of autofire, including short bursts, medium bursts, and long bursts.

** Attack rolls gain the 9-again quality.

*** Crossbows and ranged stun guns take three turns to reload between shots (stun guns must replace the compressed air cartridge). A crossbow can also be used to deliver a stake through the heart (-3 to attack rolls; must deal at least five damage in one attack).

Armor

[BEGIN CHART]

Type	Rating	Strength		Defense		Speed	Availability	Coverage
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Modern

Reinforced clothing*	1/0	1	0	0	•	Torso, arms, legs
Kevlar vest*	1/3	1	0	0	•	Torso
Flak jacket	2/4	1	-1	0	••	Torso, arms
Full riot gear	3/5	2	-2	-1	•••	Torso, arms, legs

Archaic

Leather (hard)	2/0	2	-1	0	•	Torso, arms
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Chainmail	3/1	3	-2	-2	••	Torso, arms
Plate	4/2	3	-2	-3	••••	Torso, arms, legs

[END CHART]

Rating: Armor provides protection against normal attacks and firearms attacks. The number before the slash is for general armor, while the number after the slash is for ballistic armor.

Strength: If a character's Strength is lower than that required for her armor, reduce her Brawl and Weaponry dice pools by one.

Defense: The penalty imposed on a character's Defense when wearing the armor.

Speed: The penalty to a character's Speed when wearing the armor.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the armor.

Coverage: The areas of a character protected by the armor. Unless an attacker targets a specific unarmored location (see "Specified Targets," p. XX), the armor's protection applies. Wearing a helmet increases the armor's coverage to include a character's head.

* This armor is concealed, either as normal clothing (e.g. biker leathers) or from being worn under a jacket or baggy shirt. Attackers have no idea the target is wearing armor until after they land a successful hit.

Services

[CHART]

Service	Availability	Die Bonus
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Academics

Historical specialist consulting	•••	+3
Research assistance from grad students	••	+2
Translation of a dead language	•••	+2

Computer

Custom phone application	•••	+2
Digital image enhancement	••	+3
Graphic design/forgery	••	+2

Crafts

Antiquities restoration	•••	+2
Auto repair	••	+3
Custom equipment modifications	•••	+2

Investigation

Consultation on evidence	•••	+3
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Investigative photography ••• +2
Private investigation/background check •• +2

Medicine

Black-market surgeon •••• +3
Expert medical witness •••• +2
Rush plastic surgery •••• +2

Occult

Esoteric consultant/sage •••• +3
Exorcist ••• +2
Protective amulets or wards •••• +1

Politics

Campaign assistant ••• +3
Cutting red tape (read: bribe) ••• +2
Spin doctor ••• +2

Science

Fact checking •• +3
Falsifying research/coverup ••• +2
Lab access •• +2

Athletics

Meditative assistance ••• +2
Personal trainer ••• +3
Throwing an athletic competition •••• +4

Brawl

Arrange underground boxing ring ••• +2
Bodyguard service ••• +3
Self-defense classes • +1

Drive

Chauffer •• +2
Stunt performance/mock crash ••• +3
Tour bus rental •••• +2

Firearms

Antique gun repair ••• +2
Cover fire from gangs ••• +3

Procuring smuggled military arms •••• +2

Larceny

Breaking and entering ••• +2

Security consulting ••• +2

Stealing a protected relic •••• +3

Stealth

Strategic distraction ••• +3

Tailing a suspect ••• +2

Targeted vandalism •• +2

Survival

Field dress and preserve an animal ••• +1

Trail guide •• +3

Weatherproof a shelter •• +2

Weaponry

Properly forged sword ••• +2

Identify wound from obscure weapon ••• +2

Training in archaic warfare ••• +2

Animal Ken

Buy a trained animal ••• +2

Identify animal droppings •• +1

Rule out natural causes of death ••• +2

Empathy

“Good cop” interrogator ••• +2

Neutral arbitrator ••• +2

Therapy session •• +1

Expression

Document forgery ••• +3

Ghostwriting •• +2

Motivational speech ••• +1

Intimidation

Anti-interrogation training •••• +3

“Bad cop” interrogator ••• +2

Deprogramming therapy ••• +2

Persuasion

Defense attorney	•••	+3
Hostage negotiator	••••	+3
Pickup artist	•••	+2

Socialize

Catering	••• or ••••	+1 or +2
Elocution consulting	•••	+1
Escort	•••	+2

Streetwise

Arrange a rave or block party	•••	+2
Black market access	••	+2
Find crash space	••	+1
Smuggling contraband	•••	+1

Subterfuge

Amateur actor/actress	••	+2
Con artistry	•••	+2
Gambling ringer	•••	+2

[[END CHART]]

Appendix Three: Tilts

Tilts come in two forms: Personal and Environmental. Personal Tilts only apply to one character, and include ways in which that character can overcome the effect. Environmental Tilts affect the whole scene, and offer ways for individual characters to mitigate their effects.

[THE FOLLOWING ARE ALL TILTS]

Arm Wrack

Personal

Description: The character's arm is painfully (and debilitatingly) injured.

Effect: The affected character drops whatever they're holding in that arm and can't use it to attack opponents. If this effect spreads to both limbs, roll only a chance die on any rolls that require manual dexterity, and take -3 to all other Physical actions.

Causing the Tilt: Supernatural power or targeted blow (-2).

Ending the Tilt: Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it has healed..

Beaten Down

Personal

Description: The character has had the fight knocked out of him.

Effect: The character cannot take active part in the fight without extra effort. The player must spend a point of Willpower *each time* he wants the character to take a violent action in the fight. He can still run, Dodge, and apply Defense.

Causing the Tilt: The character suffers bashing damage in excess of his Stamina *or* any amount of lethal damage.

Ending the Tilt: The character surrenders and gives the aggressor what he wants. At this point, the character regains a point of Willpower and takes a Beat, but can take no further action in the fight.

Blinded

Personal

Description: The character's eyes are damaged or removed.

Effect: The character suffers a -3 penalty to any rolls that rely on vision. Increase to -5 and loss of all Defense if both eyes are affected.

Causing the Tilt: The normal way to inflict the Tilt is to deal damage to the target's eyes, a specified attack with a -5 penalty (see Specified Targets, p. XX). An attacker can inflict temporary blindness by slashing at her opponent's brow, throwing sand into his eyes, or kicking up dirt. This requires an attack roll of Dexterity + Athletics with a -3 penalty. (Defense applies.) If the attack succeeds, the target is Blinded for the next turn.

Ending the Tilt: Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it is healed.

Blizzard

Environmental

Description: Heavy snowfall carpets the ground and is whipped up by howling winds into a barrage of whirling white.

Effect: Rolls to see things close to the character's person suffer a -1 penalty. Each additional 10 yards/meters inflicts an additional -1 penalty (cumulative) on all visual Perception rolls. This penalty also applies to ranged attacks.

Every four inches of snow applies a -1 penalty to appropriate Physical rolls, including combat rolls.

Causing the Tilt: For the most part, the weather is out of the characters' control.

Ending the Tilt: Without supernatural powers, characters can't end a blizzard. Proper equipment (such as goggles and snow boots) can add +1 to +3 to a roll, offsetting some of the penalties.

Deafened

Personal

Description: The character can't hear.

Effect: If the character is deaf in one ear, he suffers a -3 penalty to hearing-based Perception rolls. A character struck deaf in both ears only gets a chance die on such rolls, and suffers a -2 penalty to all combat-related dice rolls.

Causing the Tilt: A particularly loud noise within 10 feet of the character may cause temporary hearing loss, as though the character were deaf in both ears. Alternatively, a targeted attack on the ear — at a -4 penalty — can deafen a character.

Ending the Tilt: Deafness caused by loud noises fades after (10 - the victim's Stamina + Resolve) turns. Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it is healed.

Drugged

Personal

Description: The character's mind is addled by mind-altering substances.

Effect: A generic narcotic can be represented with one set of modifiers; the character suffers a -2 modifier to Speed (and static Defense, if used) and a -3 penalty to all rolls in combat. The character ignores wound penalties.

Causing the Tilt: If the character has chosen to take drugs, he suffers their effects. To administer drugs to another character is a Dexterity + Weaponry attack, suffering a -1 modifier for the improvised weapon.

Ending the Tilt: A generic narcotic lasts for (10 - the victim's Stamina + Resolve) hours. Medical help halves this time.

Earthquake

Environmental

Description: Everything shudders and shakes, and rents tear the ground wide open.

Effect: When the earthquake's actually occurring, all Dexterity-based dice pools (and Defense) suffer a -1 to -5 penalty. Characters take between 1 and 3 points of lethal damage per turn of the earthquake's duration. A reflexive Stamina + Athletics roll downgrades that damage to bashing — or cancels it on an exceptional success.

Causing the Tilt: Without tremendous supernatural power, it's almost impossible to cause an earthquake. A powerful explosion could create the same effect.

Ending the Tilt: Earthquakes are quick events. It's very rare for one to last more than a minute (20 turns).

Extreme Cold

Environmental (sometimes Personal)

Description: Bone-chilling winds bite through the character, or trudging through knee-deep snow takes all of the sensation from his limbs.

Effect: When the temperature is below freezing, characters can't heal bashing damage. Supernatural beings and characters who heal faster than normal halve their normal healing rate. For every hour that a character is affected, he accrues a -1 penalty to all rolls. When that penalty hits -5, he instead suffers a point of lethal damage per hour.

Causing the Tilt: A frozen environment, a walk-in freezer, etc.

Ending the Tilt: Find a source of warmth or warm clothing. A character who has hypothermia requires medical attention.

Extreme Heat

Environmental (sometimes Personal)

Description: The character might be stumbling through the desert with the sun beating down on him, or running through the steam tunnels surrounding an old boiler room. This Tilt can also be the result of a debilitating fever.

Effect: Characters can't heal bashing damage. Supernatural beings and characters who heal faster than normal instead halve their normal healing rate. For every hour that a character is continuously affected by this Tilt, he accrues a -1 penalty to all rolls. When that penalty hits -5, he instead suffers a point of lethal damage per hour.

Causing the Tilt: This Tilt is usually caused by environmental factors — being out at noon in the desert, or spending too long in a sauna or forge.

Ending the Tilt: Get out of the heat. In a desert or similar environment, finding shade is paramount.

Flesh Too Solid

Personal

Description: The character becomes too immersed in dreams. Physical sensations are even more vivid than in the waking world, but dream wounds leave real scars.

Effect: Whenever the character would suffer Dream Health damage, she suffers equivalent physical Health damage instead.

Causing the Tilt: Suffering a dramatic failure on oneiromantic actions and Contracts.

Ending the Tilt: The Tilt normally lasts until the end of the scene.

Flooded

Environmental

Description: Some liquid has risen enough to impede the character's progress.

Effect: Each foot of liquid inflicts a -2 penalty to all Physical dice pools. If the water goes up over her head, the character has to swim (Dexterity + Athletics). Alternatively, she can try to hold her breath (Stamina + Composure).

Causing the Tilt: Normally, this Tilt is the result of heavy rain, sudden snowmelt, or a broken water main.

Ending the Tilt: Characters can escape flooding by getting to high ground, which is enough to mitigate this Tilt.

Heavy Rain

Environmental

Description: Torrential rain lashes down in knives.

Effect: Heavy rains cause a Perception penalty of -3 dice to Perception rolls.

Causing the Tilt: Short of a supernatural power or a fleet of cloud-seeding aircraft, Heavy Rain is the result of natural weather patterns.

Ending the Tilt: The best way out of the rain is to get indoors.

Heavy Winds

Environmental

Description: Howling winds buffet at the characters.

Effect: Heavy winds are loud, so characters suffer a -3 modifier to aural Perception rolls. Also, the wind inflicts a penalty to all Physical rolls. Grade the wind from one to five; one is tropical-storm level (around 40 MPH), three is hurricane level (around 80 MPH), and five is tornado level (150+ MPH). The wind's grade represents the penalty applied to Physical dice rolls. Characters outside take bashing damage each turn equal to the wind's rating. Characters can make a reflexive Dexterity + Athletics roll to avoid damage.

Causing the Tilt: Heavy winds are a fact of life, from siroccos in the desert, to tornados in the Midwest US, to wind shears everywhere.

Ending the Tilt: Getting out of the wind is the best way to end this Tilt.

Ice

Environmental

Description: The ground's covered in a layer of ice that sends wheels spinning and people's feet flying out from under them.

Effect: Divide the character's Speed in half. All Physical rolls (and Defense) suffer a -2 penalty. Attempting to move at full Speed increases the Physical penalty to -4 . Any dramatic failure on a

Physical roll inflicts the Knocked Down Tilt. When driving halve Acceleration, and take a –5 penalty to Drive rolls.

Causing the Tilt: This Tilt applies to any surface that's slick and slippery, including a spill of industrial lubricant or just a well-polished wooden or linoleum floor.

Ending the Tilt: "Get off the ice" is good advice, but that can take work. Characters can use heat or fire to melt ice, or throw down copious quantities of salt or grit to increase traction.

Immobilized

Personal

Description: Something holds the character fast, preventing him from moving.

Effect: The character can't do anything. He can't apply Defense against incoming attacks, and can't take combat-related actions. If someone's holding him down, he can spend a point of Willpower to deliver a head butt or similar attack.

Causing the Tilt: The usual way to inflict this Tilt is through the Restrain grappling move.

Ending the Tilt: An Immobilized target can break free by escaping from a grapple or snapping whatever binds her. If held by an item, the character must make a Strength + Athletics roll penalized by the item's Durability. Take a –2 penalty for restrained limbs; increase to –4 if hogtied. A success breaks free. Each roll, successful or not, deals a point of bashing damage.

Inferno

Environmental

Description: The area is on fire. Anything flammable is either already burning or will be soon.

Effect: All characters suffer a –2 to all rolls due to smoke and heat. After two turns, any character that breathes also suffers 2B per turn due to smoke inhalation. After three turns, the character also suffers 1L per turn from burns and must succeed on a Dexterity + Stamina roll each turn to avoid catching fire (see p. XX).

Causing the Tilt: Objects or people catching fire and letting it spread can cause this Tilt, as well as supernatural powers or particularly volatile explosions.

Ending the Tilt: Different types of fire require different methods to extinguish; in general, cutting off the fire from its fuel sources does the trick. Water, carbon dioxide, sand, and baking soda can be useful, depending on the size and type of the fire. Eventually all fires burn themselves out, but that can be cold comfort in the aftermath of a destructive blaze.

Insane

Personal

Description: The character suffers from a panic attack, sudden imbalance, or a full-on psychotic break.

Effect: The character gains a +1 bonus to all combat rolls, but takes actions after everyone else. A character suffering from this Tilt cannot spend Willpower in combat, and suffers a –3 penalty to all Social rolls.

Causing the Tilt: Any character with an appropriate Condition may acquire the Insane Tilt. The Storyteller can call for a Resolve + Composure roll to resist a general anxiety that gnaws at the character's mind.

Ending the Tilt: The specific effects of this Tilt don't normally last beyond the end of the scene. To end earlier, roll Resolve + Composure as an instant action, contested by a dice pool of (10 – her Willpower). Take no other actions this turn, and don't apply Defense to attacks.

Insensate

Personal

Description: The character shuts down, either due to extreme fear or sudden pleasure.

Effect: The character can't take any actions until the Tilt is resolved. He can apply Defense to incoming attacks, and if he takes any damage from an attack, the Tilt ends.

Causing the Tilt: Several supernatural powers can leave their victim in a trance-like state of heightened emotion. A hallucinogenic drug might have similar effects; administering such a drug is a Dexterity + Weaponry attack, which suffers a –1 modifier.

Ending the Tilt: The Tilt wears off at the end of the scene. The victim can spend a point of Willpower before then to act normally for one turn. A successful attack will also end the Tilt. If a character has been knocked insensible by drugs, then when this Tilt ends it is replaced with the Drugged Tilt.

Knocked Down

Personal

Description: Something knocks the character to the floor.

Effect: The character is knocked off her feet. If she hasn't already acted this turn, she loses her action. Once she's on the ground, a character is considered prone. The character can still apply Defense against incoming attacks, and can attempt to attack from the ground at a –2 penalty.

Causing the Tilt: A melee weapon (damage modifier +2 or greater), or a firearm (damage modifier of +3 or greater) can knock a character down. A close combat attack with a targeted attack against the legs (–2 modifier) can knock someone down. If successful, the target is knocked down, but takes only half damage.

Ending the Tilt: Standing up takes an action. A character who hasn't yet acted can make a Dexterity + Athletics roll, minus weapon modifier. If successful, she avoids the effects of this Tilt.

Leg Wrack

Personal

Description: Pain or numbness in the leg

Effect: If their leg is broken, sprained, or dislocated, halve the character's Speed and suffer a –2 penalty on Physical rolls that require movement (and Defense). If both legs are wracked, the character falls over — taking the Knocked Down Tilt. Speed is reduced to 1; moving precludes other actions. Physical rolls that require movement are reduced to a chance die.

Causing the Tilt: A character can have their leg knocked out by a targeted blow to the leg (–2 penalty) that deals more damage than their Stamina.

Ending the Tilt: If the Tilt is inflicted as a result of an attack, mark an X under the leftmost Health box affected by that attack. The Tilt ends when that damage that caused it has healed.

Poisoned

Personal

Description: Poison is tearing the character apart from the inside.

Effect: A poison is either “moderate” or “grave.” A moderate poison causes 1 point of bashing damage per turn. A grave poison deals 1 point of lethal damage per turn.

Causing the Tilt: Ingesting a poison inflicts this Tilt. Injecting an opponent with a poison counts as a Dexterity + Weaponry attack, and suffers a –1 modifier.

Ending the Tilt: Immediate medical attention. Roll Stamina + Resolve as a reflexive action each turn. If the character intends to act, the roll suffers a –3 penalty. Success counteracts the damage for one turn.

Sick

Personal

Description: The character suffers from nausea, fever, or related symptoms.

Effect: A sickness is either “moderate” or “grave.” A moderate sickness causes a –1 penalty to all actions during combat. That penalty increases by 1 every two turns. A grave sickness inflicts the same dice penalties as a mild sickness, plus 1 point of bashing damage per turn.

Causing the Tilt: Exposure to disease either from living sources or sample.

Ending the Tilt: Penalties fade at a rate of one point per turn once the character has a chance to rest. Any damage remains until the character can heal.

Stunned

Personal

Description: The character is dazed and unable to think straight.

Effect: The character loses her next action, and halves her Defense until she can next act.

Causing the Tilt: A character can be stunned by any attack that does at least as much damage as their Size in a single hit. Some weapons have a “stun” special ability. These double the weapon modifier only for the purposes of working out whether the attacker inflicts the Stunned Tilt. Attacks against the target’s head count the character’s Size as 1 lower.

Ending the Tilt: The effects of this Tilt last one turn. The character can end the Tilt during their own action by reflexively spending a point of Willpower, a but –3 modifier applies to any actions they take that turn.

[QUICK REFERENCE TABLE]

Personal Tilts

Tilt Effects

Arm Wrack One arm: Drop anything held, suffer off-hand penalties for most rolls. Both arms: Chance die on rolls requiring manual dexterity, -3 to other Physical actions.

Beaten Down Cannot take violent action in combat without spending Willpower.

Blinded One eye: -3 to vision-related rolls. Both eyes: -5 to vision-related rolls, lose all Defense.

Deafened One ear: -3 to Perception rolls. Both ears: Chance die on Perception rolls, -2 to combat rolls.

Drugged -2 Speed, -3 to combat rolls (including Defense and Perception). Ignore wound penalties.

Flesh Too Solid Take physical Health damage instead of Dream Health damage.

Immobilized No combat actions. Can't move or apply Defense.

Insane +1 to combat rolls, act after everyone else, -3 to Social rolls, can't spend Willpower.

Insensate No combat actions. Can move and apply Defense. Taking damage ends the Tilt.

Knocked Down Lose action this turn (if it hasn't been taken), knocked prone. Can apply Defense, attack from ground at -2.

Leg Wrack One leg: half Speed, -2 penalty on Physical rolls for movement. Both legs: Knocked Down, give up action to move at Speed 1, movement-based Physical rolls reduced to chance die.

Poisoned Moderate: One point of bashing damage per turn. Grave: One point of lethal damage per turn.

Sick Moderate: -1 to all actions. Penalty increases by 1 every two turns. Grave: As moderate, but also inflicts one point of bashing damage per turn.

Stunned Lose next action. Half Defense until the characters next acts.

Environmental Tilts

Tilt Effects

Blizzard -1 penalty to visual Perception and ranged attack rolls, increased by 1 per 10 yards/meters. -1 penalty to Physical rolls per four inches of snow.

Earthquake Penalty to Dexterity rolls depending on severity. Take one to three lethal damage per turn, Stamina + Athletics downgrades to bashing.

Extreme Cold Bashing damage doesn't heal. -1 penalty to all rolls, increasing by 1 per hour. At -5, further hours deal one point of lethal damage.

Extreme Heat Bashing damage doesn't heal. -1 penalty to all rolls, increasing by 1 per hour. At -5, further hours deal one point of lethal damage.

Flooded -2 to Physical dice pools per foot of flooding. Once water is over head, character must swim or hold breath.

Heavy Rain -3 to aural and visual Perception rolls.

Heavy Winds -3 modifier to aural Perception rolls. Winds rated between 1 and 5, severity acts as penalty to Physical rolls and deals that much bashing damage per turn, Dexterity + Athletics to avoid.

Ice -2 Speed, -2 to Physical actions. Can move at normal speed but -4 Physical actions. Dramatic Failure causes Knocked Down; Drive rolls are at -5 and half Acceleration.

Inferno-2 to rolls. After 2 turns, 2B damage per turn. After 3 turns, 1L per turn and may catch fire.

[END TABLE]

Appendix Four: Conditions

The list below provides some common Conditions that you can apply to characters throughout the chronicle.

[THE FOLLOWING ARE ALL CONDITIONS]

Addicted (Persistent)

Your character is addicted to something, whether it's drugs, gambling, or other destructive behaviors. She needs to indulge her addiction regularly to keep it under control, and it takes over her life. Choose a specific addiction upon taking this Condition; characters can take this Condition multiple times for different addictions. Being unable to feed the addiction results in the Deprived Condition.

Possible Sources: Alcoholism, substance abuse.

Resolution: Gain or lose a dot of Integrity, or achieve exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fae power.

Beat: Your character chooses to get a fix rather than fulfill an obligation, or causes significant complications for her motley by indulging her addiction.

Amnesia (Persistent)

Your character is missing a portion of her memory. An entire period of her life is just gone. This causes massive difficulties with friends and loved ones.

Resolution: You regain your memory and learn the truth. Depending on the circumstances, this may constitute a breaking point.

Beat: Something problematic arises, such as a forgotten arrest warrant or old enemy.

Arcadian Dreams (Persistent)

Until her promise-bound is safely out of Arcadia, the fae-touched is plagued with dreams and visions of him. She always has an awareness of him in the back of her mind. If she is in the Hedge, she has a general knowledge of what direction to travel in to reach him and gains a one-die bonus to navigate the Hedge toward him. She can feel his pain as though it were her own.

Beat: The player chooses to fail any roll. These failures occur due to sudden, distracting suffering by proxy, or due to a poignant reminder of one of her visions in the current situation, which the player can come up with on the fly.

Resolution: The Avowed reunites with her promise-bound, or he dies before that can happen, in which case she knows about it immediately. The latter constitutes a breaking point for the fae-touched character.

Berserk

Your character has a spark of berserk rage lit within her. The fury inside demands that she lash out, and the descending red mist makes it hard to tell friend from foe.

Each turn, she must succeed at a Resolve + Composure roll or attack the nearest target with whatever weapons she has to hand. Even if she succeeds, she suffers a -3 penalty on all actions other than attacking the nearest target.

Possible Sources: Some supernatural powers.

Resolution: The character becomes unconscious or there are no targets left to attack.

Bestial

Your character acts on primal, physical impulses. Frightening things make him run. He meets aggressive threats with violence and anger. Take a –2 die penalty to all rolls to resist physical impulse. As well, take a –2 penalty to Defense due to impulsive action. Any rolls to compel your character to impulsive, aggressive action or escape achieve exceptional success on three successes instead of five.

Possible Sources: Some supernatural powers.

Resolution: Cause damage in someone's last three Health boxes.

Blind (Persistent)

Your character cannot see. Any rolls requiring sight may only use a chance die. If she could reasonably substitute another sense, make the roll at –3 instead. In a combat situation, she suffers the drawbacks of the Blinded Tilt (p. XX). This Condition may be temporary, but if that's the result of a combat effect, the Blindness Tilt would apply instead.

Resolution: Your character regains her sight.

Beat: Your character encounters a limitation or difficulty that inconveniences her.

Bonded

Your character has established an extensive bond with an animal. She gains +2 on any rolls to influence or persuade the animal once per scene. The animal may add your Animal Ken to any rolls to resist coercion or fear when in your character's presence. The animal may add your character's Animal Ken to any one die roll.

Example Skills: Animal Ken

Resolution: The bonded animal dies.

Broken (Persistent)

Whatever your character did or saw, something inside him snapped. He can barely muster up the will to do his job anymore, and anything more emotionally intense than a raised voice makes him flinch and back down. Apply a –2 to all Social rolls and rolls involving Resolve, and a –5 to all use of the Intimidation Skill.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Regain a dot of Integrity, lose *another* dot of Integrity, or achieve an exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fae power.

Beat: Your character backs down from a confrontation or you fail a roll due to this Condition.

Comatose

Your character has reached rock bottom. She has lost any ability to distinguish reality from fantasy, and has gone into a deep dream. She believes she is awake, living her life perfectly normally, but is instead lying in a coma. She cannot roll to enter the Gate of Ivory (p. XX) and

dream lucidly without help. If this Condition came about through mild Clarity damage, events in her dream may lead her to resolve another Clarity Condition even though she doesn't realize she's dreaming, allowing her to wake up. If it came about through severe Clarity damage, even this doesn't wake her. If someone can convince her that she's actually dreaming, through oneiromancy or some other method, she can claw her way back to wakefulness.

Possible Sources: Reaching Clarity 0.

Resolution: The character regains Clarity, or she realizes she is in a dream and awakens, regaining a point of Clarity as normal. In the case of severe damage, the *only* way to resolve this Condition is for the changeling to realize her dreaming state, which requires someone to come and rescue her. Any other Clarity Conditions she may have resolved during this time increase her Clarity as normal, but do not resolve this Condition.

Competitive

Your character must assert dominance and superiority. Either she gives it her all, or she falters. Any time she's in direct competition with another character, she suffers a -2 die penalty on any rolls where she doesn't spend Willpower. This includes contested and extended rolls. As well, any rolls to tempt or coerce her into competition achieve exceptional success on three successes instead of five.

Possible Sources: Bedlam.

Resolution: Win or lose a competition where someone reaches a breaking point.

Confused

Your character cannot think straight, either because of some mental power or good old-fashioned cranial trauma. You take a -2 die penalty on all Intelligence and Wits rolls.

Possible Sources: A blow to the head, some dramatic failures, mild Clarity damage in any of your three rightmost boxes.

Resolution: Take half an hour to focus and clear your mind, or take any amount of lethal damage.

Connected (Persistent)

Your character has made inroads with a specified group. While she has this Condition, she gets a +2 to all rolls relating to that group. Alternately, she can shed this Condition to gain a one-time automatic exceptional success on the next roll to influence or otherwise take advantage of the group. Once Connected is resolved, the character is considered to have burned her bridges and is no longer an accepted member. The character may be able to regain Connected with the specified group per Storyteller approval.

Example Skills: Politics, Socialize

Resolution: The character loses her membership or otherwise loses her standing with the group.

Beat: The character is asked to perform a favor for the group that inconveniences her.

Cowed

Your character has been put in her place through the violence and dominance of another. She suffers a -2 penalty on any Physical and Social rolls to oppose the character who inflicted this Condition if she does not spend Willpower.

Possible Sources: Having another character determine her superiority to yours, some supernatural powers.

Resolution: The character successfully injures or intimidates the character who inflicted the Condition, or the character regains Willpower through her Needle.

Delusional (Persistent)

Your character believes something that isn't actually true — maybe he thinks that someone is poisoning his food, that a fetch has replaced his daughter, or that something lives in the shadows of his apartment. He doesn't actually hallucinate images that reinforce his delusion; he may believe that he's covered in spiders, but just looking at himself is enough to clarify matters. Germs, on the other hand...

He can't truly repress his belief, but spending a point of Willpower lets him come up with an explanation (albeit one that sounds psychotic when he explains it to someone else) as to why his delusion does not apply to a specific situation.

Possible Sources: Losing your last Touchstone, severe Clarity damage in any of your three rightmost boxes.

Resolution: The character completely disproves his delusion, or gains a new Touchstone.

Beat: The character adheres to his paranoid belief despite evidence to the contrary.

Demoralized

Your character is demoralized and hesitant in the face of the enemy. Spending a Willpower point only adds one die to her pool for attacks instead of the usual three. She also suffers a -4 penalty to her Initiative, and a -2 penalty to her Resolve and Composure whenever used to resist or contest a dice pool.

If this Condition doesn't resolve within a week, it fades.

Possible Sources: Dramatic failure.

Resolution: Achieve exceptional success on an attack roll, win a fight, or survive a fight unharmed.

Deprived

Your character suffers from an addiction. Because your character is without it, she's unable to focus and contain herself. Remove one die from her Stamina, Resolve, and Composure dice pools. This does not influence derived traits; it simply influences dice pools that use these Attributes.

Possible Sources: Failing to feed an addiction, running out of Glamour.

Resolution: Your character indulges her addiction or, if she gained this Condition by reaching Glamour 0, gaining any Glamour.

Disabled (Persistent)

Your character has limited or no ability to walk. Her Speed trait is effectively 1. She must rely on a wheelchair or other device to travel. A manual wheelchair's Speed is equal to your character's Strength and requires use of her hands. Electric wheelchairs have a Speed of 3, but allow the free use of the character's hands. An injury can cause this Condition temporarily, in which case it is resolved when the injury heals and the character regains mobility.

Resolution: Mundane or supernatural means cure the character's disability.

Beat: Your character's limited mobility inconveniences your character and makes her slow to respond.

Disoriented

Your character cannot get her bearings and dealing with simple tasks is daunting. The character is at a -2 penalty to any Physical action. She can defend herself normally, but her disorientation prevents her from making ranged attacks at all.

Resolution: The character finds something to help her orient herself to her surroundings, such as a familiar landmark or a friend. If a supernatural power caused this Condition, then it resolves when the power ends.

Dissociation

Your character questions whether she is even real. She experiences episodes where she feels like a passenger in someone else's body, unable to control her own thoughts or actions. Sometimes she goes long hours simply watching herself, wondering how much of what she sees is real, and how much is memory of her time in Arcadia. Any time the character has a chance to break with the mundane, such as using a Contract, you can opt to fail the roll to affirm that she's in the real world and resolve this Condition.

Possible Sources: Mild Clarity damage in any of your three rightmost boxes, some dramatic failures.

Resolution: The player chooses to fail a roll as described above.

Distracted

Constant confusion and distractions buffet your character from all sides. She cannot take extended actions, and suffers a -2 die penalty to all rolls involving perception, concentration, and precision.

Possible Sources: Being in a highly confusing environment, mild Clarity damage in any of your three rightmost boxes.

Resolution: Leaving the environment; if inflicted by Clarity damage, regaining all Willpower.

Dream Assailant

Your character has caused too many significant shifts to the dreamscape, and the eidolons are now actively hostile to you. You take a -5 to any roll to interact with them peacefully or do anything unnoticed, and all failures that involve eidolons your character isn't fighting are dramatic failures. Reduce all eidolon impressions of you to Hostile for Social maneuvering. All paradigm shifts cost two additional successes to enact, and you can't enact subtle shifts at all.

If you resolve this Condition by interacting with an important eidolon or prop, choose one of the following effects to impose on the dreamer or any effect from a milder Shift Condition, which persists after he wakes:

- Deliver a subliminal command; he will perform any one specific action of your choice within 24 hours of waking.
- Leave subliminal Manipulation clues as Dream Infiltrator, but roll Wits + Empathy + Wyrd instead.
- Grant or remove one dot of any Mental or Supernatural Merit for the rest of the story, as long as the subject meets the prerequisites.
- Inflict the Ravaged Condition (p. XX).
- Change one of the subject's anchors or Aspirations for the rest of the story, or add an additional one of your choice.
- Inflict the Flesh Too Solid Tilt (p. XX) on the dreamer's dream form.

Possible Sources: Enact a paradigm shift in a dream.

Resolution: Exit the dream and don't return for one week; reintegrate yourself into the dream by taking a number of meaningful actions equal to the dreamer's Resolve without making any shifts to downgrade this Condition to Dream Intruder; or succeed at a meaningful action to influence an important eidolon (or the subject's dream self) or use an important prop in a way that's directly related to the waking change you want to make. Only relevant eidolons and props count, subject to Storyteller discretion.

Dream Infiltrator

Your character has caused a significant shift to the dreamscape, and the eidolons are now suspicious of you. You take a -2 to any roll to interact with them peacefully, or a -3 to do anything unnoticed. Reduce all eidolon impressions of you by one for Social maneuvering. All subtle shifts cost one additional success to enact.

If you resolve this Condition by interacting with an important eidolon or prop, choose one of the following effects to impose on the dreamer, which persists after he wakes:

- Deliver a subliminal message; he will remember the information but not where it came from.
- Make a Wits roll and "store" successes as dice in the subject's mind, for use as bonus dice on Manipulation-based rolls you make against him within the next chapter as you take advantage of subliminal clues you left behind.
- Impose or remove a Condition that changes the dreamer's attitude toward your character or another, or behavior in general: e.g. Swooned, Leveraged, Competitive, Paranoid, etc.; resolving a Condition this way grants Beats as normal.
- Increase or decrease the Fortification rating of the dreamer's Bastions by 1 for the rest of the story.
- Increase or decrease the dreamer's impression of you or another character by two levels on the chart for Social maneuvering (p. XX)

- Open Doors equal to your character's Empathy for Social maneuvering against the dreamer toward a particular goal.
- Stop the dreamer from recovering Willpower during this night's rest.

Possible Sources: Enact a paradigm shift in a dream.

Resolution: Upgrade this Condition to another Shift Condition; exit the dream and don't return until the dreamer wakes and sleeps again; reintegrate yourself into the dream by taking a number of meaningful actions equal to the dreamer's Resolve without making any shifts; or succeed at a meaningful action to influence an important eidolon (or the subject's dream self) or use an important prop in a way that's directly related to the waking change you want to make. Only relevant eidolons and props count, subject to Storyteller discretion.

Dream Intruder

Your character has caused multiple significant shifts to the dreamscape, and the eidolons are now uncomfortable with your presence. You take a -3 to any roll to interact with them peacefully, or a -4 to do anything unnoticed, and all failures that involve eidolons your character isn't fighting are dramatic failures. Reduce all eidolon impressions of you by two for Social maneuvering. All subtle shifts and paradigm shifts cost one additional success to enact.

If you resolve this Condition by interacting with an important eidolon or prop, choose one of the following effects to impose on the dreamer or any effect from Dream Infiltrator, which persists after he wakes:

- Deliver a subliminal suggestion; he will perform one specific action of your choice within 24 hours of waking, as long as it wouldn't cause him to suffer a breaking point.
- Leave subliminal Manipulation clues as Dream Infiltrator, but roll Wits + Empathy instead.
- Impose or remove one Persistent Condition that changes the dreamer's mental state, behavior, or attitude toward someone or something: e.g. Obsession, Awestruck, Amnesia, Madness, etc.; resolving a Condition this way grant Beats as normal.
- Make a Clarity attack against a changeling subject with a dice pool equal to your character's Presence.
- Reduce the subject's current Willpower or Glamour points by (your Presence + Wyrde) and gain that many points yourself, up to your usual maximum.
- Increase or decrease one of the subject's Mental or Social Attributes or Skills by 1 for the rest of the story.

Possible Sources: Enact a paradigm shift in a dream.

Resolution: Upgrade this Condition to another Shift Condition; exit the dream and don't return until the dreamer wakes and sleeps again twice; reintegrate yourself into the dream by taking a number of meaningful actions equal to the dreamer's Resolve without making any shifts to downgrade this Condition to Dream Infiltrator; or succeed at a meaningful action to influence an important eidolon (or the subject's dream self) or use an important prop in a way that's directly related to the waking change you want to make. Only relevant eidolons and props count, subject to Storyteller discretion.

Embarrassing Secret

Your character has a secret from his past that could come back to haunt him. If this secret gets out, he could be ostracized or maybe even arrested. If it becomes known, resolve this Condition and replace it with Notoriety (p. XX).

Resolution: The character's secret is made public, or the character does whatever is necessary to make sure it never comes to light.

Fatigued

Your character has never been so tired in all her life. Her eyelids are like millstones, her brain a cobwebbed mass of exhaustion. She's reached that point where fatigue becomes a physical thing, and all she can think to do is close her eyes and rest, just for a moment. Every six hours, you must make a reflexive Resolve + Stamina roll to remain awake. If you fail, your character passes out. Even if you succeed, you suffer a cumulative -1 penalty to all dice pools (including rolls to stay awake). Long periods of strenuous activity, like cross-country hiking, fighting, or heavy labor increase the penalty to -2 or -3. Even then, a normal person can only go a number of days without sleep equal to the lower of her Resolve or Stamina, at which point she passes out. Once a Fatigued character passes out, she remains asleep for eight hours plus one additional hour for every six-hour period she stayed awake. Attempts to rouse her during this period suffer a penalty equal to the highest penalty the Fatigued character suffered before passing out.

Possible Sources: Staying awake for 24 hours, being dosed with a sedative or anesthetic, some supernatural powers.

Resolution: Sleeping, as described above, or the power ends.

Fragile

The equipment the character is using to aid his action won't last long for some reason, whether because it's an object put together with duct tape and bubble gum, or because his relationship with the people involved sours, or because his computer ends up suffering a blue screen of death and the data is corrupted. A plan may be Fragile because of disrupted communication between the characters, or because of an unexpected hurdle, etc. The equipment ceases to exist in any usable form after a number of uses equal to its creator's dots in the Skill used to build it.

Possible Sources: Achieving a failure on a Build Equipment roll.

Resolution: The equipment falls apart one way or another. Plans grant one Beat to each player whose character is involved when this Condition resolves.

Frightened

Something's scared your character to the point where he loses rational thought. Maybe he's just looked down at a 100-story drop, or seen a tarantula the size of his fist crawling up his leg. Whatever the case, he needs to leave right now. His only priority is getting the fuck away from the thing that's frightened him — to hell with his stuff, his friends, and his allies. If someone tries to stop him from escaping, he'll fight his way past them. He can't approach the source of his fear or act against it — and if the only way out involves going near the source of his fear, he'll collapse on the ground in terror. Supernatural creatures prone to loss of control must roll to avoid doing so. This Condition lasts until the end

of the scene; suppressing its effects for a turn costs a point of Willpower.

Possible Sources: Bedlam, some supernatural powers, coming face to face with a phobia.

Resolution: The character escapes from the source of his fear.

Fugue (Persistent)

Something terrible happened. Rather than deal with it or let it break her, your character's mind shuts it out. She is prone to blackouts and lost time. Whenever circumstances become too similar to the situation that led to her gaining this Condition, roll Resolve + Composure. If you fail the roll, the Storyteller controls your character for the next scene; your character, left to her own devices, seeks to avoid the conflict and get away from the area.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Regain a dot of Integrity, lose *another* dot of Integrity, or achieve an exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fae power.

Beat: Your character enters a fugue state as described above.

Glamour Addicted (Persistent)

Your character is addicted to Glamour. This slowly takes over her life, and impedes functionality. She can go a number of days equal to her Resolve before needing to obtain Glamour again. She must harvest or reap a number of Glamour points equal to half her Wyrd (rounded up) during that period, or suffer one lethal damage every day until she does and gain the Deprived Condition (p. XX). This is incredibly painful as her body consumes its own magical energy to satisfy the hunger for Glamour. The mask cracks, like a fractured mirror in which each piece shows a different reflection of the fae underneath. This special type of damage cannot be prevented or healed by any means, nor can the character resolve the Deprived Condition, until the changeling has supped upon Glamour once more.

Possible Sources: Harvesting Glamour every day for a week at Wyrd 6+

Resolution: Achieve an exceptional success on a roll to harvest Glamour.

Beat: Your character takes damage from not being able to harvest Glamour.

Goblin Queen (Persistent)

The character has risen far beyond ordinary goblins, and they scrape and bow before her. This Condition functions as Hedge Denizen (p. XX), except as follows:

- The character's Court Mantle rejects her. She cannot invoke her current Court Contracts, nor purchase new ones.
- She gains the Status (Goblins) Merit at four dots. If the local Hedge holds any creatures who outrank her, she immediately knows their assumed name and title.
- The character's identity has so profoundly changed that fae beings no longer add her Wyrd as bonus dice to track or find her. If she recovers her Icon while she's a Goblin Queen, she can't reintegrate it into herself.

- The Goblin Queen cannot leave the Hedge, except by wrapping pieces of it as a mantle around her, to travel into the mortal realm or Arcadia for up to a number of hours per day equal to her Wyrð. She still suffers the Deprived Condition in the real world.
- The Queen gains the Retainer Merit (p. XX) with dots equal to her Wyrð, spread across as many individual Retainers as she likes up to a maximum of five dots per Retainer. These retainers are all hobgoblins; see p. XX for examples. The retainers are unquestioningly loyal and devoted to her.

Resolution: The Queen finds a human child and leaves him to take her place. The child immediately gains the Goblin Queen Condition and all of her Retainers, who protect him until he comes of age to ascend the throne. The child remembers who abandoned him.

The character becomes what she once was again, whether a changeling or otherwise. She takes on her old seeming, kith, and identity — also setting the Fae back on her trail. If the character was mortal previously, her player selects three dots of supernatural Merits for her, as she is irrevocably changed. The newly abandoned queen can use the same process to become human again as well. This resolution constitutes a Clarity attack with two dice for changelings, or a breaking point for others.

Alternatively, if the character works off five points of Goblin Debt, she resolves this Condition and regains the Hedge Denizen Condition instead.

Beat: The character collects Goblin Debt from another character, selling a Contract or making another kind of hobgoblin deal.

Guilty

Your character is experiencing deep-seated feelings of guilt and remorse. This Condition is commonly the result of a successful breaking-point roll for mortals (p. XX). While the character is under the effects of this Condition, he receives a –2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls.

Resolution: The character confesses his crimes and makes restitution for whatever he did.

Hedge Addiction (Persistent)

The Hedge draws the fae-touched character. If she is presented with an opportunity to enter the Hedge, her player must succeed on a Resolve + Composure roll to resist the temptation. This roll suffers a cumulative –1 penalty for each previous time the character has entered the Hedge during this story, to a maximum of –5.

Beat: The Avowed enters the Hedge, either because he failed to resist the pull, or because he went willingly.

Resolution: The character refrains from entering the Hedge for a full story. However, he regains this Condition if he ever does enter the Hedge again in the future.

Hedge Denizen (Persistent)

Having relied on Goblin Contracts too much or become too reliant on hobgoblin deals, the character becomes a goblin herself. She retains her normal changeling benefits and weaknesses, except in these cases:

- The changeling's mien warps, growing closer to the appearance she had during her servitude in Arcadia. She has one tell of the player's choice, by which former friends and enemies might recognize her.
- The Storyteller can no longer spend Goblin Debt to subtract dice from the player's rolls, or give her a Tilt or Condition. The character must work off her debt, per the resolution below.
- Arcadian Contracts are the birthright of all denizens of *Faerie*, but the Hedge is its own in-between place. The character can still buy and use Arcadian Contracts, but pays for all of them as if they were in non-favored Regalia and may not circumvent this via Pupil's Devotion.
- Courts are changeling affairs, and the character no longer is one. The character keeps and can use her old Court Contracts, but cannot purchase new ones. She loses all other benefits of her Court Mantle.
- Whenever the sun rises over the Hedge, the character can redistribute the set of Goblin Contracts she knows across any Goblin Contracts she wants. If she had three Contracts as a changeling, she can pick any three every morning. Purchasing new Goblin Contracts still costs 2 Experiences each.
- Invoking Goblin Contracts as a Hedge Denizen does not incur Debt.
- The character can leave the Hedge, but suffers the Deprived Condition until she returns to the Hedge or Arcadia.
- If the character was mortal, or another non-changeling unlucky enough to fall in with hobgoblins, she immediately learns three Goblin Contracts of the player's choice. If she is a Storyteller character, the Storyteller may substitute Dread Powers for any of these (p. XX). She can switch them out each dawn as above.
- The character can make deals, sell Contracts, and collect Debt as a hobgoblin. See p. XX for details on goblin deals.

Resolution: The character becomes what she was again, or she embraces her new self to become a Goblin Queen (p. XX).

- **Returning to What Was:** The character pays off at least one Goblin Debt point. She cannot simply accept a disadvantage from the Storyteller, or use tokens or other shortcuts to lose Debt points — she's a goblin now, and must pay her Debt by seeking out the goblin with whom she entered into the Contract, or any third party involved if that goblin is dead or otherwise gone, and perform a task at his request. After that, she must heal a point of Clarity damage; non-changelings must gain or lose a dot of Integrity or an equivalent trait. She then becomes her old self again.

Any Debt she hasn't worked off yet remains, as do any new Goblin Contracts she learned. If she returns to being mortal, she keeps one Goblin Contract of the player's choice, which she can invoke by taking one point of bashing damage to substitute for each point of Glamour in its cost. Using Goblin Contracts racks up Goblin Debt again.

- **Embracing What Might Be:** The changeling suffers two or more Clarity attacks, and takes Clarity damage (or loses an equivalent trait) from at least one. She must also lose one Touchstone, which she can do by simply willing herself to forget it, although losing one in the

usual ways counts also. She now resolves the Hedge Denizen Condition, and takes the Goblin Queen Condition instead. Since mortals have no Touchstones, they can't become Goblin Queens.

Beat: The character works off a point of Goblin Debt but can't, or chooses not to, resolve this Condition via Returning to What Was.

Hunted (Persistent)

Someone who poses a serious threat to the character's safety and well-being, physically or emotionally (or both), is after her. For changelings, it's usually an agent of the True Fae, like a Huntsman or loyalist, or perhaps their fetch. Whoever it is might be intent on direct violence, or simply wish to torment her.

Beat: The character's persecutors find her.

Resolution: The character stops her persecutors, either through direct means like violence, or indirect means like changes in lifestyle that deny them access to her or freeing a Huntsman from the True Fae's service.

Informed

Your character has a breadth of research information based on the topic she investigated. When you make a roll relating to the topic, you may choose to resolve this Condition. If you resolve it and the roll fails, consider it to have a single success. If it succeeds, consider it an exceptional success.

The roll that benefits from the Informed Condition can be any relevant Skill roll. For example, a character with Informed (Werewolves) might gain its benefits when using researched information to build a silver bear trap with the Crafts Skill. Combat rolls cannot benefit from this Condition.

Example Skills: Academics, Investigation, Occult, Science

Resolution: Your character uses her research to gain information; you resolve the Condition as described above.

Inspired

Your character is deeply inspired. When your character takes an action pertaining to that inspiration, you may resolve this Condition. An exceptional success on that roll requires only three successes instead of five, and you gain a point of Willpower.

Example Skills: Crafts, Expression

Resolution: You spend inspiration to spur yourself to greater success, resolving the Condition as described above.

Lethargic

Your character is drained and lethargic, feeling the weight of sleeplessness. With this Condition, your character cannot spend Willpower. As well, for every six hours he goes without sleeping, take a cumulative -1 die penalty to all actions. At every six-hour interval, make a Stamina + Resolve roll (with the penalty) to resist falling asleep until the sun next sets.

Possible Sources: Bedlam, extreme fatigue, "dying" in dream form, escaping a crumbling Bastion.

Resolution: Sleeping a full day.

Leveraged

Another character has blackmailed, tricked, convinced, or otherwise leveraged yours into doing what they wish. You may have the Leveraged Condition multiple times for different characters. Any time the specified character requests something of yours, resolve this Condition if your character does as requested without rolling to resist.

Example Skills: Empathy, Persuasion, Subterfuge

Resolution: Your character may either resolve the Condition by complying with a request as above, or if you apply the Leveraged Condition to the specified character.

Lost

Your character has no idea where she is, or how to reach her target. She cannot make any headway toward her goal without first navigating and finding out where she is. This requires a successful Wits + Streetwise action (in the city) or Wits + Survival action (in the wilderness). In the Hedge, it requires a successful navigation chase (p. XX).

Resolution: Abandoning the goal, successfully navigating.

Madness (Persistent)

Your character saw or did something that jarred her loose from reality. This isn't a mental illness born of brain chemistry — that, at least, might be treatable. This madness is the product of supernatural tampering or witnessing something that humanity was never meant to comprehend. The Storyteller has a pool of dice equal to 10 – (character's Integrity or current Clarity). Once per chapter, the Storyteller can apply those dice as a negative modifier to any Mental or Social roll made for the character.

Resolution: Regain a dot of Integrity, lose *another* dot of Integrity, or achieve an exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fae power.

Beat: You fail a roll because of this Condition.

Mute (Persistent)

Your character cannot speak. Any communication must be done through writing, gestures, or hand signs. Illness, injury, or supernatural powers can inflict this Condition on a temporary basis.

Resolution: The character regains her voice through mundane or supernatural means.

Beat: Your character suffers a limitation or communication difficulty that heightens immediate danger.

Notoriety

Whether or not your character actually did something heinous in the past, the wrong people think he did and now he's ostracized by the general public. Suffer a –2 on any Social rolls against those who know of his notoriety. If using Social maneuvering (p. XX), the character must open one extra Door if his target knows of his notoriety.

Example Skills: Socialize, Subterfuge

Resolution: The story is debunked or the character's name is cleared.

Numb (Persistent)

The trauma your character suffered left her numb to the mundane world. Not on an emotional level; in fact, it might be nice if it were an emotional numbness. Instead, she feels slight numbness in her limbs. Sometimes it's only pins and needles, and sometimes she can't even hold her cup of coffee. It only seems to go away when she immerses herself in magic, and she craves the feeling it brings. The character suffers a two-die penalty to all mundane physical actions.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Achieve an exceptional success on a mundane physical action, spend a week without any magical contact, or regain all Willpower points using your Needle.

Beat: Fail a roll on a mundane physical action.

Oathbreaker (Persistent)

The character has violated an oath, and receives this Condition in addition to any other effects breaking the oath carries. Changelings instinctively distrust the character. He suffers a -1 on all Social actions with other changelings, and cannot use Glamour to seal their statements. As a known liar, however, he is also immune to having his own statements sealed.

Beat: Once per session, the player can choose to automatically dramatically fail a Contract roll, or a Social action with a changeling, and take a Beat. Make the choice before rolling.

Resolution: The character undertakes a sincere attempt to make restitution for his betrayal. This includes finding all other participants involved in the oath and undertaking whatever task they assign. It also includes receiving forgiveness from the Wyrd itself; this is sure to be the focus of a story, and the particulars are up to the Storyteller.

Obliged (Persistent)

Your character swore a bargain — not an oath — with a human being. The obligation on her part is probably minor, but she can't let it lapse! Not only would that disappoint the person to whom she gave her word, but it would expose her to the Huntsmen and their Gentry masters.

While under a bargain, the changeling is more difficult to find. Huntsmen must win a Clash of Wills to use their Hunter's Senses power (p. XX) when tracking the changeling, and fae beings no longer add the changeling's Wyrd in dice to do so when she drops her Mask. In addition, once per chapter, when the changeling is at the site of her obligation (the human's home that she must clean, for example, or in the garden she agreed to tend), she may hide without fear of discovery for the rest of the scene. This benefit applies to any pursuer touched by the Wyrd, be it Huntsman, Gentry, hobgoblin, or even another changeling.

Beat: Once per story, gain a Beat when you take a great risk or suffer harm while fulfilling your obligation. You can have help from other characters, but you must be directly involved — no subcontracting out.

Resolution: Break the bargain by failing to live up to its terms, or the other party breaks *her* part of the agreement. Either way, you lose any protections the bargain provided.

Obsession (Persistent)

Something's on your character's mind and she just can't shake it. She gains the 9-again quality on all rolls related to pursuing her obsession. On rolls that are unrelated to her obsession, she loses the 10-again quality. Obsession can be a temporary Condition per Storyteller approval.

Resolution: The character sheds or purges her fixation.

Beat: Character fails to fulfill an obligation due to pursuing her Obsession.

Paranoid

Your character has been reduced to a state of rampant paranoia. She jumps at shadows, sees threats everywhere, and finds it hard to trust. She suffers a two-die penalty to perception rolls, Social actions, and dice pools to draw upon the Allies, Contacts, Mentor, Retainer, Staff, and Status Merits.

Possible Sources: Some supernatural powers, some dramatic failures.

Resolution: A week without any fae threat actually manifesting; a friend or ally achieving exceptional success on a Social action to convince you of their trustworthiness.

Ravaged

A fae creature sundered your character's dreams, leaving her with sleep but no rest, or ripped her emotions away as Glamour. She becomes a shell of her former self, and you take a two-die penalty on all rolls. Your character cannot recover Willpower through sleep.

Possible Sources: Oneiromancy, reaping Glamour.

Resolution: Regaining full Willpower.

Reckless

The character is incapable of considering the consequences of her actions and is driven to do incautious things for the sheer thrill of it. The player takes a -2 to Perception rolls and other Composure rolls made to notice something (such as to contest sleight of hand or a stealth-related supernatural power).

Resolution: The character or one of her allies suffers harm or a major setback due to an ill-considered risk or reckless action she takes.

Shaken

Something has severely frightened your character. Any time your character is taking an action where that fear might hinder her, you may opt to fail the roll and resolve this Condition.

Example Skills: Brawl, Firearms, Intimidation, Weaponry

Possible Sources: Mild Clarity damage in any of your three rightmost boxes; breaking points (human characters).

Resolution: The character gives into her fear and fails a roll as described above.

Sleepwalking (Persistent)

The lines between waking and sleeping blur to the point where your character doesn't know which he's doing. Sometimes he thinks he did something he didn't do; he remembers doing it, but maybe he was dreaming. Other times, he finds out later that he spent hours on a task he has

no memory of doing. Your character loses time, may not actually complete objectives he thinks he did, and generally has a harder time maintaining relationships and obligations.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Achieve an exceptional success on an oneiromancy roll or during an extended action.

Beat: Fail to complete an obligation because you thought you already did.

Soul Shocked

Your character died because of fae magic while on a sojourn in dreams, or in a reality that no longer exists, but she still remembers it and suffers a shocked sense of self. Upon gaining this Condition, roll her current Willpower points (not dots) as a dice pool. Ignore 10-again on this roll, and do not roll a chance die if she has no Willpower left. She keeps one Willpower per success, and immediately loses the remainder. While this Condition is in effect, your character does not regain Willpower from Needle, Thread, or equivalent traits. She still regains Willpower from rest, surrender, and other means.

Possible Sources: Being “killed” in dream form by fae magic, escaping a Bastion crumbling due to oneiromancy.

Resolution: Regain full Willpower.

Spooked

Your character has seen something supernatural — not overt enough to terrify her, but unmistakably otherworldly. How your character responds to this is up to you, but it captivates her and dominates her focus.

Possible Sources: Mild Clarity damage in any of your three rightmost boxes.

Resolution: Resolve this Condition when your character’s fear and fascination causes her to do something that hinders the group or complicates things (she goes off alone to investigate a strange noise, stays up all night researching, runs away instead of holding her ground, etc.).

Steadfast

Your character is confident and resolved. When you’ve failed a roll, you may choose to resolve this Condition to instead treat the action as if you’d rolled a single success. If the roll is a chance die, you may choose to resolve this Condition and roll a single regular die instead.

Resolution: Your character’s confidence carries him through and the worst is avoided; the Condition is resolved as described above.

Stoic

Your character has shut down the parts of herself that care. She won’t open up to anyone and pretends she’s fine when she isn’t. Gain a two-die bonus to Subterfuge rolls to hide her emotions or avoid talking about a traumatic experience. She doesn’t suffer the untrained penalty for any Subterfuge roll. Take a two-die penalty to Hedgespinning rolls. Until she resolves this Condition, she can’t heal Clarity damage, and she can’t spend Willpower on actions that would reveal her true feelings.

Resolution: Opt to fail a roll to resist Empathy or a supernatural effect that would read your character's emotions or mental state; enact a paradigm shift while Hedgespinning.

Swooned

Your character is attracted to someone and is vulnerable where they are concerned. He may have the proverbial "butterflies in his stomach" or just be constantly aware of the object of his affection. A character may have multiple instances of this Condition, reflecting affection for multiple characters. He suffers a -2 to any rolls that would adversely affect the specified character, who also gains +2 on any Social rolls against him. If the specified character is attempting Social maneuvering on the Swooned character, the impression level is considered one higher (maximum of perfect; see p. XX).

Example Skills: Persuasion, Subterfuge

Resolution: Your character does something for his love interest that puts him in danger, or he opts to fail a roll to resist a Social action by the specified character.

Volatile

The equipment the character is using to aid his action is ready to blow at any moment, figuratively or literally. One wrong word, one badly placed rune, and it's time to duck and cover. A plan may be Volatile because it backfires terribly, or because a Storyteller character betrays the group, etc. Any failure achieved while benefiting from the equipment is automatically a dramatic failure. The equipment may continue to exist after this Condition is resolved, but if so, reduce its equipment bonus by two dice. This can create equipment *penalties* if the original bonus was fewer than two dice.

Possible Sources: Achieving a failure on a Build Equipment roll.

Resolution: The character suffers a dramatic failure while using the equipment. Plans grant one Beat to each player whose character is involved when this Condition resolves.

Wanton

Your character wants for the sake of wanting. He's distracted with temptations of excess and indulgence. Any Composure or Resolve rolls to resist temptation suffer a -2 die penalty. As well, the character that brought forth this Condition achieves exceptional success on three successes instead of five when making any rolls to tempt your character.

Possible Sources: Bedlam.

Resolution: Indulge in something that constitutes a breaking point.

Withdrawn

Your character doesn't know what to trust anymore, so has decided to withdraw into herself. She finds it hard to motivate herself to action, preferring to remain alone and safe. The character suffers a two-die penalty to all rolls that require her to interact with others in any way.

Possible Sources: Mild Clarity damage in any of your three rightmost boxes.

Resolution: The character regains Willpower using her Thread.